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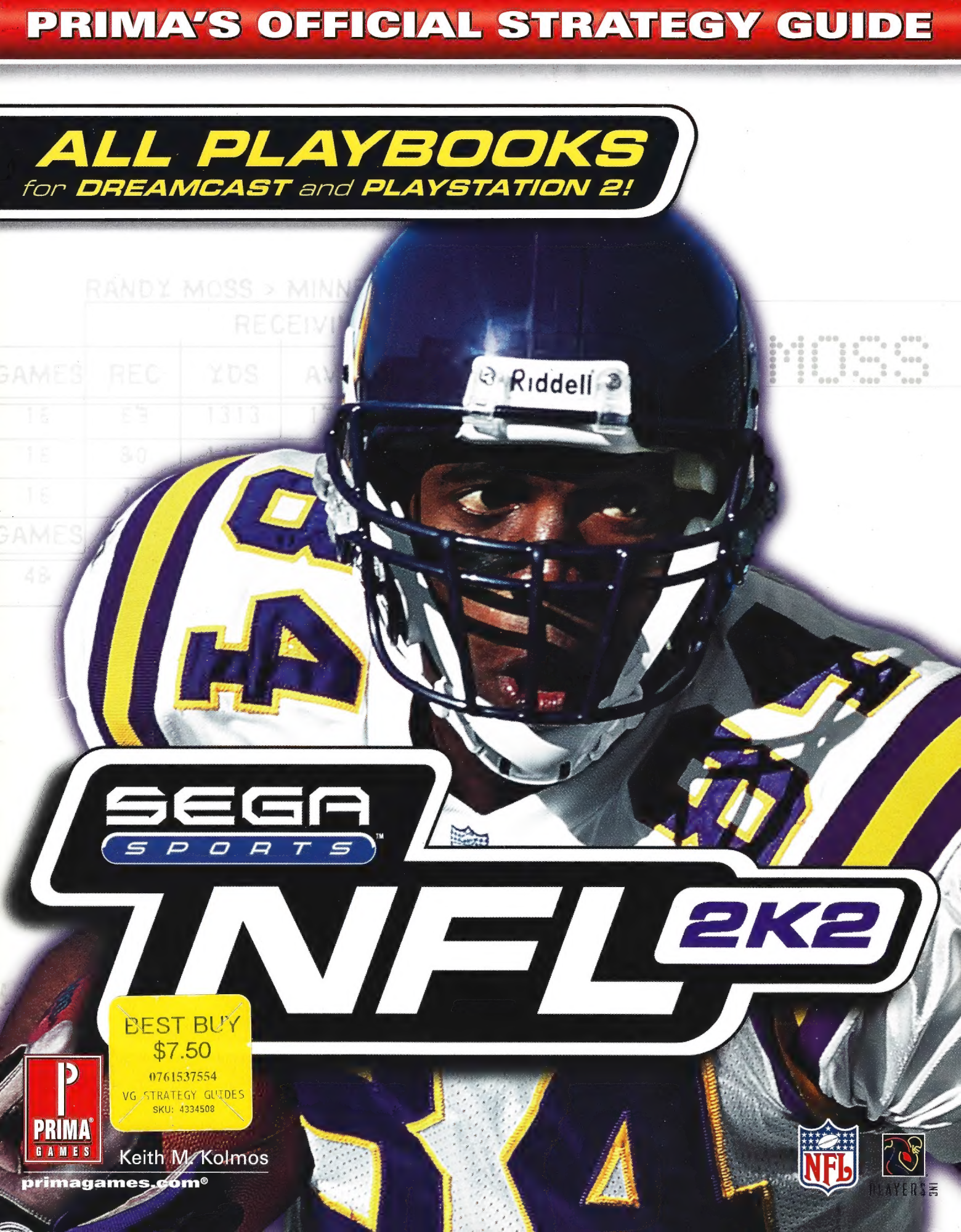

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Prima's Official Strategy Guide

Keith M. Kolmos

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I would like to specially thank Minnesota Vikings' Tight End Byron Chamberlain for making Michael's day at the Bears/Vikings game. A little effort can go a long way.

I would also like to thank all of the members of the South Elgin Cowboys youth football program. Watching practice and the season play out taught me a lot more about the basics of football. Go Cowboys!

As always, I would not be able to put in the long hours and effort to create this guide without the love, support, and strength I get from my family. Lisa, Michelle, and Michael, I owe you everything.

PRE-GAME WARM-UP

Welcome to *NFL 2K2: Prima's Official Strategy Guide*. Building on the solid foundation of *NFL 2K* and *NFL 2K1*, Sega takes the football game industry by storm with the release of *NFL 2K2* on multiple platforms—Sega Dreamcast and Sony PlayStation2. And here at Prima, we've got both versions covered.

"Gameplay Basics" runs through the basics of playing football, regardless of which console you're using. "Advanced Gameplay" breaks down the defensive playbooks. Each team shares a set of common defensive schemes, and the chapter provides strategies for using them. But "The Teams" is the heart of the guide. We've got playbooks for, and analyses of, every team. The section discusses which plays work and how to defeat them. Get ready for some football. It's time to play!

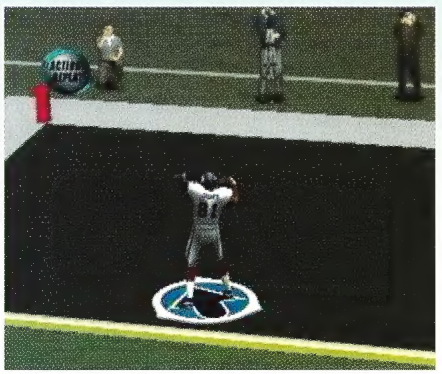
Visually amazing images like this one are impressive, but *NFL 2K2* is more than just pretty pictures—it's one heck of a football game.

Each team has a unique playbook. Check out "Advanced Gameplay" and "The Teams" for play analysis.

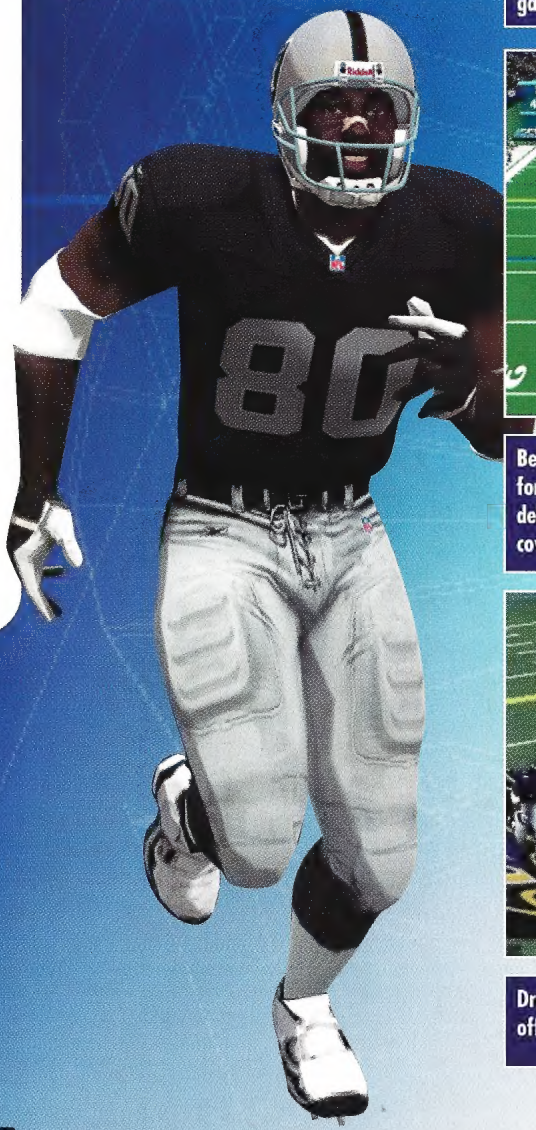
Before the snap you see the button assignments for all the receivers plus the names of the defenders, so you know whom to avoid in coverage.

Go online and battle head to head with your friends down the block and across the Internet (Dreamcast only).

Drop back to pass, hit the open receiver, and be off to the races.



It's touchdown time; go celebrate.



GAMEPLAY BASICS

Each NFL team starts out the season with mini-camps, training camps, and pre-season games, covering the fundamentals of offense and defense. Before you can guide your favorite team to the Super Bowl in Season mode or beat your neighbor, you need to learn the basics, too. This section contains some essential strategies for playing *NFL 2K2*. These tips and strategies work whether you're playing the game on the Sega Dreamcast or the Sony PlayStation2.

OFFENSE

Let's start on the offensive side of the ball. The object is simple—put the ball in the end zone. But it's not always as easy as it seems. The defense is doing everything it can to stop you. The offense must perform like a well-oiled machine to get past the D and in for the score.

TIME OF POSSESSION

A big key on offense is time of possession. Scoring drives of 80 yards in one or two plays are great when your team is behind, but not quite as great when you're trying to eat up some clock in the fourth quarter. Drives like that take little or no time off the clock. Every time you switch to defense, you're giving your opponent an opportunity to score. Take your time and run the football. You'll still move the ball up the field and keep your drive going. The big difference is time of possession; 10- and 12-play drives eat up significant portions of the quarter. The other team can't score if you don't let it onto the field.

Great—you just scored a touchdown. Problem is, you took less than a minute off the clock. The other team has a chance on offense to get the score back.

Keep the ball on the ground.

Your time of possession will go up, limiting the time your opponent has to score.

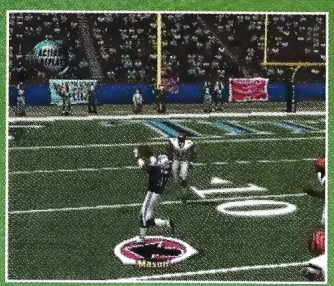
PLAY SELECTION

Each team in *NFL 2K2* has its own playbook, so take advantage of it. If you start calling the same plays over and over again, the AI (artificial intelligence) will catch on and stop you—and human opponents will catch on in a heartbeat. Keep the defense on its toes. Have you been running the ball on first down for the last three series? Throw a pass from the same formation; you might catch the defense off guard and get a big play out of it. On the PlayStation2, call the same play from a different formation. The defense gets a different look, and in the confusion a big hole might open up.

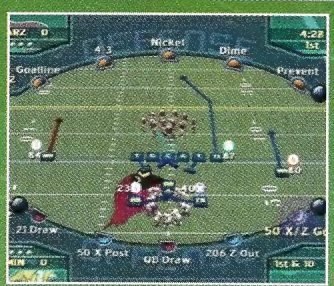
GAME PLAN

Pound the ball on the ground early in the game. You'll tire out the defensive linemen with the constant pounding. It also lures the defense into looking for the run instead of the pass. This opens opportunities later for the passing game.

Pound the ball on the ground early on.



Hit the defense with a deep passing pattern for big gains.



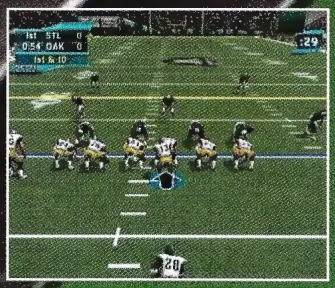
Found a play that works really well?

Run it out of a different formation (PS2 only); you will confuse the defense by presenting it with different looks.

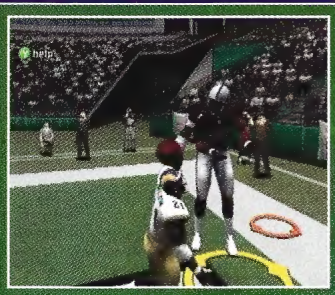
READ THE DEFENSE

The worst thing you can do as an offensive coordinator or quarterback (QB) is to force the ball into a bad situation. The defense watches your play selection, and you must learn to read the defense and figure out what plays it is running. Where is the safety playing? Is he double-teaming the receiver on the left side of the field? Don't throw it to that side of the field. Is he playing center field, hanging out in the middle? Throw it to the outside or he'll run up and swat down any pass you attempt in the middle.

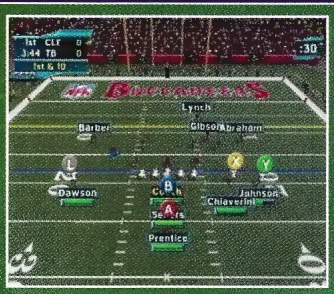
When you break out of the huddle and approach the line of scrimmage, look at how the defense is set up. If you've called a sweep to the right, and the defense has two linebackers and the safety lined up on the right side of the line, you're in trouble. Before you force a bad situation, call an **audible**. You can't do any worse. Turn a negative situation into a positive. When you set up your audibles before the game, set up one pass play, a run to the left, and a run to the right. You can deal with any situation the defense throws at you.



If the safety is playing loose in the middle of the field, throw it to the outside...



...or he's going to come up and either swat the ball away or make an interception.



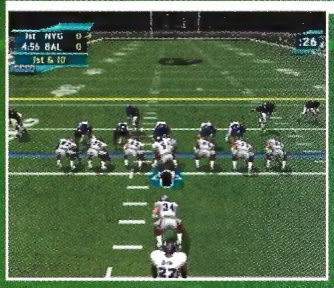
As you approach the line of scrimmage, look at what the defense shows you. If the players are stacked up on the line of scrimmage and you've called a running play, call an audible and switch to a pass play.

RUNNING THE BALL

Keep the ball on the ground if you hope to do well in *NFL 2K2*. Pound the ball on the ground and take it to the defense. Ball control offenses centered around a strong running game will win the battle for time of possession and give up fewer turnovers. Fumbles are far more rare than interceptions.

The other thing to keep in mind is protecting your quarterback. When he rolls out or scrambles away from pressure, he's a big target. After the QB is out of the pocket, all the defenders will come running to make the big hit. If you aren't careful you will wind up losing your quarterback to injury. Slide before the defender can put you out of the game.

RUNNING INSIDE



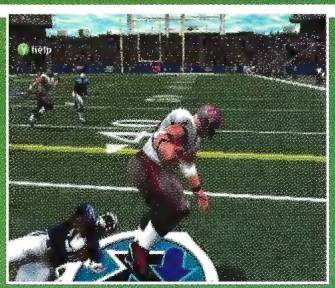
Make sure the defense isn't stacked up on the line when you want to run inside.

Your offensive line opens the hole for you, but it won't be there for long. Use a speed boost to blow through the gap and gain the yardage. Hurdle over defenders and offensive linemen at the line of scrimmage.

Once through the initial opening, you're on your own unless you can pick up a block from a receiver downfield. Use your basic strategies; hurdle, spin, stiff-arm, and dive to get the first down.

RUNNING OUTSIDE

When you run outside, get to the corner in a hurry. A speed burst will get you there.



Use a hurdle to miss the dive...

...of the first defender, but if you are slowed down you'll be in trouble.

A stiff-arm can spring you loose. Running outside is all about making the first defender miss.

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A spin move...

...lets you slip through the arms of the defender.

Power moves on the PS2 work a little differently than on the Dreamcast. They're contact based. You can get a spin move ready, and it won't execute until contact is initiated with the defender.

SAY WHAT?

When you look through the PlayStation2 playbooks, you'll see some confusing play names. Confusing, that is, if you don't know the code. Here's a breakdown of what all those numbers mean.

- **50** If the play starts with a 50, it means the quarterback will be taking a five- to seven-foot drop before passing the football.
- **90** If the play starts with a 90, it will be a quicker developing play as the QB only takes a three step drop.
- **100** If the play is in the one hundreds, it means the play is a Play-Action Pass. For instance, a play starting with 122 means it's a play action pass where the fake is a 22 Iso run.
- **200** If the play is in the two hundreds, it means the play features a bootleg or rollout of the quarterback. Use these plays to get away from a pass rush or open the possibility of a QB scramble.

RUNNING PLAYS

DIVE

The dive or blast play is common in the NFL. The QB hands off the ball to the running back quickly, and the back has to hit the hole (which is supposed to open up between the guard and tackle). A variant of the dive play is the lead play, where the fullback leads the halfback as a blocker to clear out the linebacker.

OFF TACKLE

The off tackle play is a classic running play. The QB hands off the ball to the back, who heads to the outside of the tight end. The idea is to attack the defensive end. When two backs are used on this play, the other back runs ahead of the ball carrier as an extra blocker.

SWEEP

The sweep is a power outside running play. As the running back aims outside, a guard or two pull back from their blocks. These "pulling" linemen form a wedge to open the running lanes for the ball carrier.

ZONE

The zone running play doesn't have a specific hole for the ball carrier. The running back takes a moment to look for a hole before committing downfield.

COUNTER

This is a misdirection play. The QB fakes a handoff to one back heading one way, then turns around and hands off the ball to the other back going in the opposite direction. The success of this play depends on the ability of the linemen to sell the fake. They need to make the defenders think they're running in the direction of the decoy.

TRAP

The trap is another play like the sweep. The linemen "pull" to add extra blockers into the running lane for the back.

REVERSE

The reverse play starts with a handoff to the halfback, who runs to the outside. The wide receiver (who starts running into the backfield instead of out into the pass pattern) takes the handoff from the halfback. This play works well against aggressive defenses that tend to over-pursue.

DRAW

The draw or delay play tries to deceive the defense into thinking it's a pass play. The offensive line drops into pass protection instead of attacking like on a run play. After the defense has been drawn in, the QB hands off the ball to the back, who must get up to full speed and hit the hole quickly.

PASSING

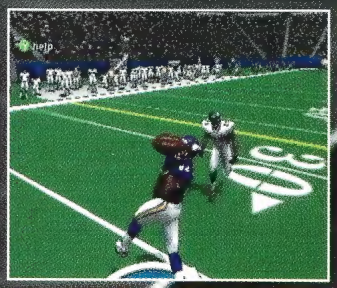
If you run the ball every play, the defenders are going to stack the line of scrimmage and stuff you in the backfield. Strike a balance and pass the ball. Use your backs and the tight end to complement your receivers. They are all eligible targets, so spread around the yardage a little.

With the difficulty setting on Rookie, chuck the ball downfield. Nine times out of ten, it will be a completed pass. In Pro and All-Pro difficulty settings, you must work a little harder. After the ball is in the air, get control of the intended receiver and run to the passing icons on the field. Get your hands up to catch the ball.

The shotgun formation gives your QB an extra couple of seconds of protection...

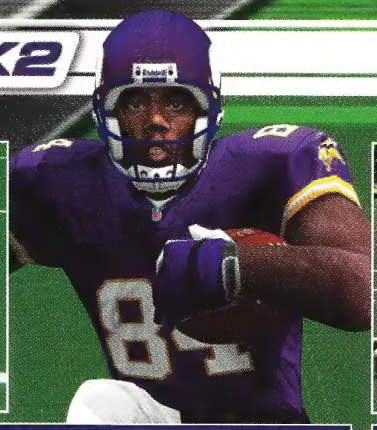
...to find every passer's friend, an open tight end running in between the linebackers and the safeties...

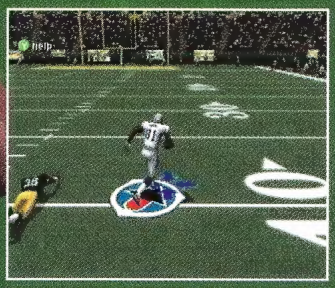
...for the score.



With the Maximum Passing setting, you can do more than pass the ball to the receiver. You can underthrow, lead, throw to the left, and throw to the right—anything to help you pick apart the defense.

You'll see tons of acrobatic catches in *NFL 2K2*. If the receiver can twist or contort to get at the ball, he will. Watch out for the big hit, though. A defensive back can pop a wide receiver and get him to cough up the football. The better the receiver is, the better chances are that he'll hang on to the ball if he gets drilled.





Watch for the open receiver on the fly patterns.

WIDE RECEIVER ROUTES

COMEBACK

You need two things to make a comeback route work effectively: a fast wide receiver and a defense that is playing off the line of scrimmage. At the snap of the football, the receiver runs as fast as he can, then stops (usually 10 to 20 yards downfield) and turns to catch the ball. For this passing route to work, throw the ball before the receiver turns around. That way the ball reaches the receiver as he turns for it. Throwing the ball any later opens the door for an interception.

CROSSING

The crossing route is a great play against good man-to-man coverage. The receiver runs straight up the field, then cuts right or left across the middle. Teams usually combine one crossing receiver with a second one running the same route on the opposite side of the field. Hopefully, the defenders become entangled with all of the bodies crossing paths. In *NFL 2K2*, wait for the receiver to make his cut across the field and lead him for a high percentage completion.

CURL

This short passing play is a high percentage one. The receiver runs downfield about 8 to 10 yards, then curls back so he is running at the quarterback. This allows the receiver to shield the ball from the defender. The problem with this play, though, is that it's hard to break a curl route for long yardage. The key is to make the defender miss, then quickly turn around and head upfield.

SLANT

The slant is like a crossing play in which the receiver runs out a few yards, then cuts toward the opposite sideline. The difference is, this time the receiver cuts across the middle of the field on an angle, whereas he was cutting straight across on the crossing pattern. This route works well against both zone and man-to-man defenses. Try to wait for the receiver to reach the middle of the field before throwing the ball.

OUT

On the out pattern, the receiver runs upfield, then cuts sharply toward the near sideline so he is running parallel to the line of scrimmage. As the quarterback, you must time the pass carefully and get it there quick. A completion won't do you any good if the receiver catches the ball out of bounds.

VERTICAL

Hut, hut, hike, and run for the end zone. That's the basic idea of a vertical (fly) pattern. Reserved for the fast receiver, the pattern calls for the wideout or tight end to streak down the field as fast as he can. Throw the ball high and deep and allow your receiver to "go out there and get it." Be careful, though; the cornerback is usually just as fast as the receiver, so watch what shoulder to throw it to. If the cornerback (or safety) is to the inside of the field, lead the ball outside toward the sideline. If the cornerback (or safety) is toward the outside of the field, lead the ball to the middle of the field.

SWING

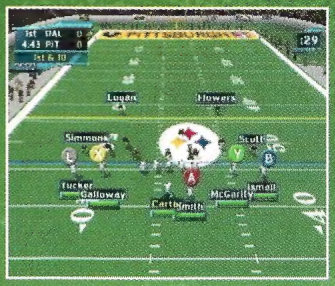
The swing pass is every quarterback's safety valve. When the blitz is coming, dump the ball off to a running back coming out of the backfield. You usually get only a couple of yards on this simple play.

If you have a speed merchant like Randy Moss of the Minnesota Vikings, attack the defense with deep passing routes. Speedy receivers can separate from the defenders...

...and get into the end zone.

In the NFL, quarterbacks have to read the defense and react in just a few seconds. It's the same way in *NFL 2K2*—hold onto the ball for too long...

...and your QB will hit the turf under the sack.



Look over the defense and check out your receiver button assignments before you snap the ball. Read the defense to figure out who will be open. Are the cornerbacks playing up at the line of scrimmage, or are they playing 10 yards off the ball?

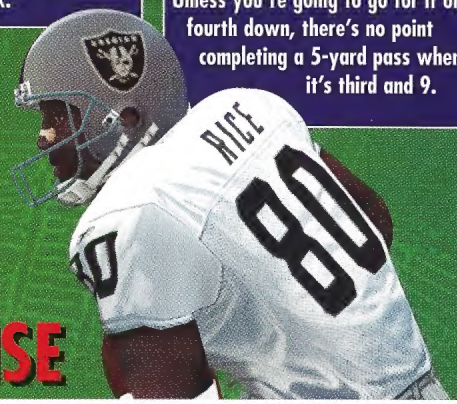
A play-action pass can freeze the linebackers and the cornerbacks for a moment. Your receivers can use this slight hesitation to gain separation and get open.

Your running backs can be great receivers, too—don't forget about them. If all of your wideouts are covered downfield, dump the ball off to a running back.

On third down, make sure you call plays that put your receivers on the other side of the first-down marker (the solid yellow line). Unless you're going to go for it on fourth down, there's no point completing a 5-yard pass when it's third and 9.

The receiver looks open right here. Just don't take forever to get him the ball...

...because the defender has noticed him running free and has closed the distance to knock the ball down.



The best strategy for winning football is to *keep practicing*. *NFL 2K2* allows walkthroughs of the hundreds of plays in the playbook, and you should take advantage of it. In Season mode, take a look at how your offense will run against their defense. With Exhibition mode or Network Play, run through a couple of practice plays to warm up before playing against your friends. Take your time and be patient—getting your timing down perfect can take a dozen or so passes.

DEFENSE

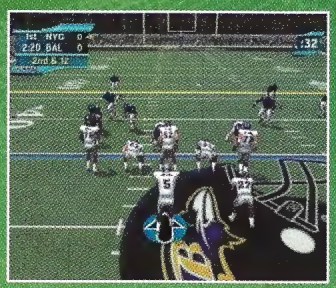
First up is stuffing the run. Pick a defensive lineman at the beginning of the play...

In 2000, the Baltimore Ravens dominated the league with a smothering defense. They not only could keep their opponents out of the end zone, they could also put points on the board on their own with interceptions and fumble recoveries that were taken back for touchdowns. They accomplished this with sound fundamentals and the talents of standout players like linebacker Ray Lewis. They stopped the run, tackled well, and put immense pressure on the QB.

With a little practice, you can be that good on defense, too. Brush up on some of the basics in this section, then check out the breakdown of the team you're playing. Each team's QB reacts a little differently. In *NFL 2K2*, their individual tendencies have been programmed right into the AI, so your task is harder than normal.

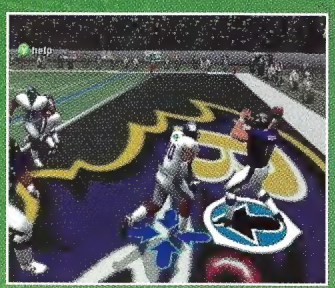
First and foremost, *stop the run*. Deny the opposing team a running game and it'll face a ton of third and long situations. So when you've got your opponent in a certain passing situation, you can do the second thing: *pressure the quarterback*. Even if you don't get the sack, the QB will get rid of the ball before he's ready. Hurried quarterbacks make mistakes; they throw into double coverage, they give up an interception, or they under- or overthrow the receiver.

...and get upfield quickly to hit the running back in the backfield. Use all the moves available to get through the blockers.



Get it right on first down and the opponent's offense winds up in a lot of second or third and longs. In these situations go all out for the QB.

Blast up the middle and get to the quarterback for the sack.



In reality, you don't even have to get the sack. Sometimes the pressure alone causes the QB to get rid of the ball before he wants. But you do need to get into the backfield and disrupt the timing of the play.

FORMATIONS

4-3 Cover and 4-3 Blitz

Four down linemen, three linebackers. This is the bread and butter formation in the NFL. You can defend against the run or the pass from this set. Your linemen are responsible for the majority of the pressure on the QB, so make sure you have good ones. The blitz package brings a linebacker or safety in to pressure while the cover package keeps all the linebackers and safeties out in pass protection.

3-4

Three down linemen, four linebackers. This is the exact opposite of the previous formation, but it still can get the job done against the pass and the run. This defensive scheme is used by NFL teams that have a stud interior lineman (the nose tackle) and a plethora of good linebackers.

Nickel Cover and Nickel Blitz

Four linemen, two linebackers, five defensive backs. This formation is used in the NFL on obvious passing downs and against offenses with three or four wideouts. There aren't many people to rush the QB, so your linemen had better apply the pressure. The blitz version of this package brings either a linebacker or DB in on the blitz while the cover package keeps the extra defender in pass defense.

Nickel Odd

Three lineman, three linebackers, five defensive backs. This formation set is good on passing downs when the offense has big, slower receivers (for the extra linebacker to cover), or when you want to hedge your bet that the offense might run the ball.

Dime

Four linemen, one linebacker, and six defensive backs. For when the play is almost certainly a pass play. The extra DB helps out when you have to defend a spread formation with four or five eligible receivers.

Dime Odd

This is the 3-4 equivalent of the Dime package mentioned before. Three lineman, two linebackers, and six defensive backs. Switch into Dime Odd when the play is almost certainly a pass and you have better linebackers than lineman.

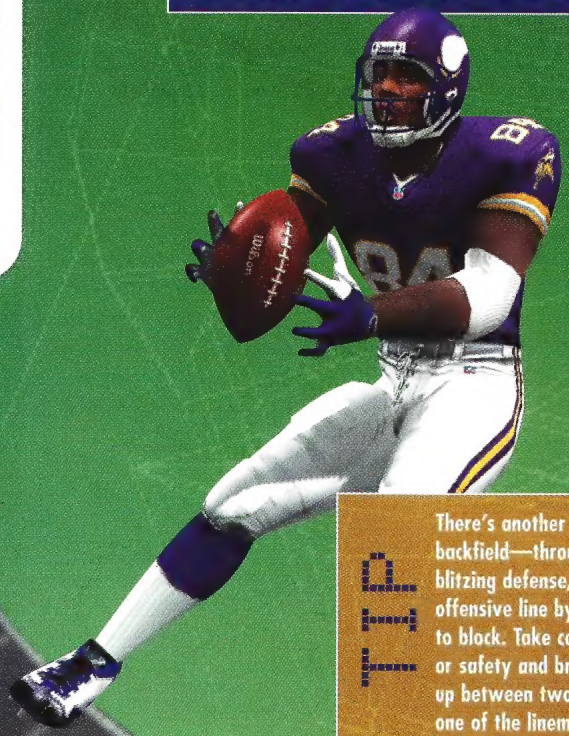
Goal Line

Everyone is stacked at the line of scrimmage. This is the defense to call when you're backed up in the red zone with no more yardage to give. A good call when you expect a quarterback sneak.

When selecting a defensive player at the beginning of a play, stick to a defensive lineman, or on rare occasions take a linebacker. The linemen have one goal: Get in the backfield and get the sack or the running back. Everyone else on the field has an assignment. Take them away from their designated coverage and you could leave a receiver open.

SPECIAL MOVES

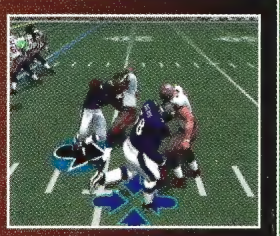
Now that the defense has been called and your personnel are lined up on the field, you have to execute the play. The best way to take care of an offense is to rush it. Throw off the timing, get past a blocker, and the whole thing can unravel in an instant. So after the center hikes the ball, get a defender upfield. If you can get into the backfield, all kinds of good things can happen. Here are a couple of tricks for getting through the line of scrimmage.



One way for the lineman to get past the line of scrimmage and into the backfield is a swim move. After the defender hits the lineman, he starts the special move...

...which spins him around the lineman. Now you're in the backfield and ready to wreak havoc. The spin move works best when you aren't hitting a lineman straight up.

There's another way to get into the backfield—through the blitz. If you call a blitzing defense, you can overload the offensive line by giving it one too many people to block. Take control of the blitzing linebacker or safety and bring it as fast as you can. Line up between two of your linemen; either you or one of the linemen can fight through.



LINE SHIFTS

Want an extra advantage? Try a line shift.

Your linemen will move either left or right. This can give you a slight advantage, as your players line up offset from their offensive counterparts.

DEFENDING THE RUN

We mentioned earlier that the first key ingredient in a successful defense is the ability to stop the run. You've learned some tips for getting into the backfield, so now we'll talk about how to apply them in stopping the run.

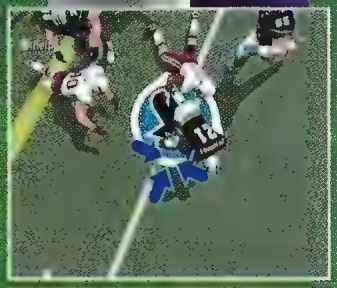
Thrown for a Loss

If you can get through the line with any of the special moves...

...you can come up and make the tackle. Hitting the back in the backfield is great; it ensures that the offense is going to have to pass its way to a first down.

Gang Tackling

Running backs in the NFL are powerful athletes. The first defender holds up the back while a teammate...



...finishes him off. A cornerback can't hope to stop a running back who's got a full head of steam, so gang tackle to stop the runner.

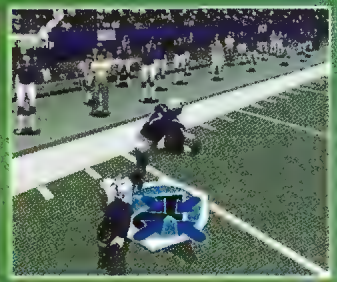
Hit And Run

When your opponent is running it up the gut, switch to the nearest defender and press the tackle button. You can get a lucky break by tripping up a back as he rushes past one of your own linemen.

Do not to move the analog stick when you do this. If the nearest defender is coming from the other side, you could cause him to turn around and run away from the ball carrier when you switch.

Diving

Diving at the ball carrier is a risky proposition. If the opponent sees it coming, there's time for a hurdle move to jump over your outstretched arms.

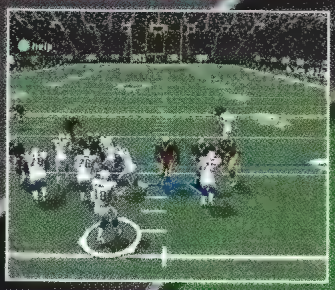


And if you miss, you're in big trouble. The ball carrier could be off to the races and in for the score. On the other hand, there's a big reward; you could throw him for a loss and be the hero of the day.

DEFENDING THE PASS

All right, you defended the run for two downs. Now it's third and long and you need one more stop. The offense is in a four wideout set, and the QB can see the first down marker. Here's how to make it four and out, instead of a long drive down the field.

Pressure on the QB



Get in the backfield any way you can. Use one of your special moves or a line shift to get past the offensive line.

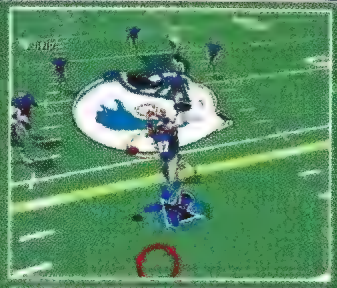
Even if you don't get the QB, he'll be forced to dump off the ball quickly. He'll either throw an incomplete pass, dump it off to the back (who can be hit for a loss), or throw an interception—three positive results for you.

Use Linemen

Before the snap, have a lineman or a blitzing linebacker selected. If you pull a defensive back off an assignment, this could happen—a receiver running free past your cornerback.

Swatting Down the Pass

Sometimes all it takes is for your fingertips to graze the ball. It takes a funny bounce and the pass is incomplete. Swat down the ball when the quarterback has underthrown the receiver or when you've got multiple defenders covering the offensive player.



OK, throwing into triple coverage is never a good idea on the offense's part. Turn to the ball before you hit jump to defend the pass.

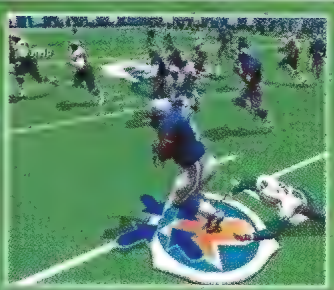
This receiver looks open, but he's not. After you see the ball in the air, get control of the closest defender. Close the distance, turn to the ball, and jump to knock it down.

Interceptions

Nothing can change the momentum of a game like a turnover. It demoralizes the offense and pumps up the rest of the defenders. You can even wind up scoring touchdowns like the powerful 2000 Baltimore Ravens. Get between the receiver and the ball and it's off to the races. Going for the interception is always a gamble. If you miss the ball, the receiver will be wide open. Make sure you go for the ball only when you have a safety backing you up.

Turn to the ball first to increase your chances of the interception.

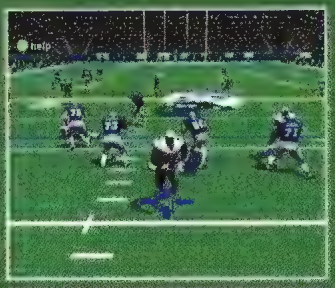
After you have the ball, run upfield just like a running back. Get into the end zone!



Unfortunately, with most picks, your defender is right on top of the receiver and you get tackled right away. After you have the ball, though, it's just like running the ball on offense.

Sack a

Pressure the quarterback! Get your defenders through the offensive line and knock down the quarterback. You'll prevent the big play and get the offense into horrible situations (like third and 15), and you've got the chance to knock the ball loose and pick up the fumble. So use all the moves at your disposal to cut through that line and pick up a sack.



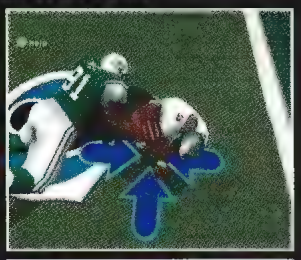
Take a lineman and blast though the offensive line...

...to put the QB on his back.

COVERAGE SACKS

The coverage sack is a special kind of sack. The offensive linemen can only stop your defenders for so long. As long as the defensive backs can keep the wideouts from getting open, the linemen have more time to get to the quarterback and pick up the coverage sack. If you have good cornerbacks, use man-to-man coverage and get to the QB for a sack.

Make sure everyone is covered downfield and you could wind up with...



...a coverage sack. The offensive line can only hold your defensive linemen off for so long; your DBs need to make the QB wait.

Dislodging the Ball from the Receiver

If the offensive player gets his hands on the ball, it isn't a catch yet. You still have a chance for an incomplete pass. If you can time it right, a powerful tackle or dive can dislodge the ball from the receiver's hands. Timing is critical. If you make your run at the receiver too early, you will get called for a penalty. Start too late and the receiver won't be there when you get there. As when going for an interception, make sure you have deep help before you try this little maneuver. If you miss, the receiver has a shot at a big play.

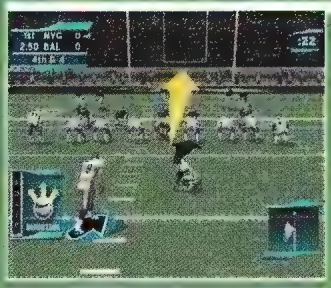
You can also defend the pass by knocking the ball away. Tackle the offensive player as he catches the ball.

The defender didn't have possession long enough for a valid catch. Be careful, though. If you get there too early you'll get called for pass interference—an automatic first down.

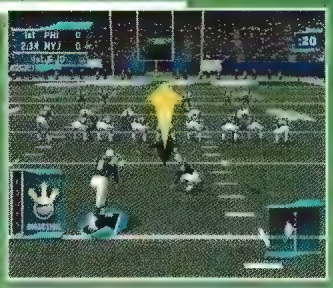
SPECIAL TEAMS

Special teams are a big part of winning football. Good special teams play will bail out an offense with a field goal or provide great field position with a long runback on a kickoff or punt. So don't ignore your special teams play. When the game is tight, the team with the better special teams can come out on top.

FIELD GOALS



Watch the aim indicator. It drifts to make the kick more difficult. Take the wind into consideration.



For longer field goals, lower the aim indicator to make up the distance. Be careful, though; when you kick the ball lower you increase the defense's chances of knocking the ball down.

PUNTS AND KICKOFFS

Practice your punting, especially kicking the ball out of bounds inside your opponent's 5-yard line. If your defense can hold them here, you will get awesome field position.

Keep your kickoffs down the middle of the field. If the ball goes out of bounds on a kickoff, the referees call a penalty.

PUNT AND KICKOFF RETURNS

Avoid running from side to side. It gives the defense a chance to close in on you. Catch the ball and head upfield.

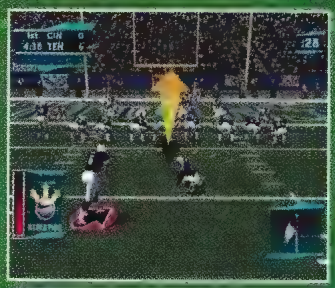
If it looks like the defense has it covered well, you can call a fair catch. This way you don't run the risk of a fumble.

The key to a good runback is making the first tackler miss. If you can get past him, you can usually break off a nice 15- to 20-yard return. But if the first tackler slows you at all, you will probably only get a short 5- or 10-yard return.

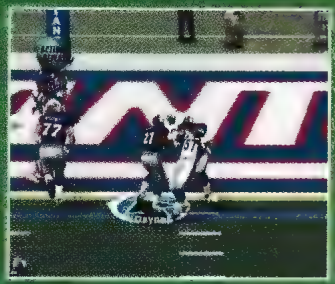
GOING FOR TWO

After a touchdown, you can elect to kick the extra point or go for two points. You have to get the ball in the end zone in one play if you want the extra point. Pass plays can be risky, so it's often a good idea to try a running play. Don't get too fancy. The defenders only have to stop you once, and they'll be doing their best to keep you out. Pick running plays that slam the ball inside. If you run outside, you give the opponent's linebackers a chance to close on you before you get across the goal line.

If you are on defense and you need to prevent a two-point conversion, take control of an outside linebacker and hold your ground. Prevent any runs to the outside.



After a touchdown, you can either send out the kicking team for one...



...or try for two. When you run the ball, slam it up the middle with a lead blocker to get the ball in the end zone.

GO FOR ONE OR TWO?

Leading By	Go For	Trailing By	Go For
1	2	1	*
2	1	2	2
3	1	3	1
4	2	4	1
5	2	5	2
6	1	6	1
7	1	7	1
8	1	8	1
9	1	9	1
10	1	10	2
11	1	11	2
12	2	12	2
13	1	13	1
14	1	14	1
15	2	15	1
16	1	16	2
17	1	17	1
18	1	—	—
19	2	—	—
20	1	—	—

* = Coach's Decision

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DC DEFENSIVE PLAYBOOK

DEFINITION OF TERMS

- These play descriptions sometimes refer to the "tackle box." This means the area along the offensive/defensive line to about 3–5 yards deep. To stuff the run, put extra men in the tackle box.
- A "line stunt" is when the defensive linemen crisscross as they make their rush into the backfield. This is to confuse the offensive line and get one of the defenders free to rush the passer.
- If the defensive player is covering the "flats," he is watching the area outside of the offensive tackles in the backfield. Swing passes and screens are completed to the running backs in the flats.
- If a defense is playing an *under* zone coverage, the defenders try and stay between the quarterback and the receivers. On an *over* zone coverage, the defenders keep the receiver between themselves and the QB.

DREAMCAST DEFENSIVE PLAYBOOK BY FORMATION

4-3 COVER

Play	Description
Cover 2	This zone defense works well against the pass. The pass rush is provided by the front four while the three linebackers and four defensive backs drop back into coverage.
Cover 3	The main difference between Cover 2 and Cover 3 is the play of the strong safety, who is assigned the zone near the line of scrimmage.
Cloud	The safeties provide deep zone coverage in the Cloud formation.
Sky	With the Sky formation, the defense is prepped to handle the deep threat (with one safety dropping back) and the quick screen (with the other safety coming up to the zone at the line of scrimmage).
Cover 8	Cover 8 is almost a Prevent defense with the defensive backs dropping into a very deep zone. The front four are again responsible for the pass rush while the linebackers stay up to guard against the run.
Slice Cover 2	The defensive line uses a stunt (with the left end rushing inside while the left tackle rushes outside) to get pressure to the QB on this play.
Mix Cover 3	Mix Cover 3 features a double stunt by the D-line while the defensive backs are placed in a zone coverage.
Slice Cloud	The defensive backs play very deep as the left side of the line stunts to get pressure on the quarterback.
Mix Sky	This variant of the Sky formation throws a double stunt into the mix.
Slice Cover 8	Slice Cover 8 is the same as Cover 8, with the addition of the stunting linemen to increase pressure on the quarterback.
Twist Cover 3	This is the same as Cover 3, except the inside tackles stunt to get at the quarterback.
Twist Cloud	This is the same as the Cloud formation, except for the inside tackles who stunt to get at the QB. All of the DBs drop back pretty far, so you are basically conceding the short pass with defenses like this one.
Mix Cover 8	This is the standard Cover 8 with the addition of the double stunting linemen.
Man Sky	The safety plays in a deep zone on this defensive play. By only rushing four linemen, you'll have to rely on your defenders to keep the receivers in check.
Twist Cover 2 Man	This defense allows you to get at the QB by stunting the tackles. All the DBs drop back into their zone coverage.

4-3 BLITZ

Play	Description
Monster Fire	The weak-side linebacker lines up as a down lineman in this defensive set and rushes the passer. The safety plays a deep zone and helps out the overloaded side on passing routes.
Base	The weak-side linebacker blitzes from the set position while the middle and strong-side linebackers step up to fill the gaps in case of a run.
Atomic Blitz	This defense throws everything but the kitchen sink at the offense. All three linebackers and one of the safeties rush the passer.
Rocket Cover 0	Rocket Cover 0 brings everybody on the blitz. The defensive tackle stunts with the strong-side linebacker to confuse the offensive line.
Sting Fire	Sting Fire is a good blitz that overloads the left tackle. Also watch out for the blitzing safety, while the other safety plays a deep zone.
Slice Monster Fire	This defense concentrates on stuffing the line on the weak side while the strong side stunts on the blitz. Pass coverage is man-to-man with a safety back in the deep zone.
Strong Blitz	The Strong Blitz uses confusion to get to the quarterback. Rather than rushing the passer, the strong-side defensive tackle drops back into coverage while the linebacker runs in at full speed to evade the defender. Take care with this defense. Defensive tackles don't usually cover receivers, and a fast-thinking QB will exploit this weakness.
Weak Double Fire Zb	This defense also features a trick by the defensive line. This time, the weak-side defensive end drops back into short coverage while the middle linebacker blitzes in his place. Everyone is in zone coverage, so watch for crossing routes underneath the defenders.
Weak Zone Blitz	The main difference between this defense and Weak Double Fire Zb is the play of the middle linebacker, who also drops back into zone coverage.
Mix Sting Fire	This is another kitchen sink blitz. The only defenders not on the blitz are the cornerbacks and one safety. The stunting linemen should get you to the quarterback. Hopefully, the defensive backs can hold off the receivers long enough for the linemen to record the sack.
Combo Monster Fire	The main thrust of this defensive alignment is overloading the center/guard gap on the strong side. Both safeties stay back in coverage, so this set should allow adequate time to get the defensive ends to the QB.
Slice Sting Fire	This defensive play focuses on the strong side of the line with the safety and end attacking the tackle/tight end. The stunting weak side of the line should apply adequate backside pressure.
Outside Fire	This defense blitzes everyone and tries to cover every angle. This blitz should keep the offense guessing.
Combo Man Fire	While the safeties and cornerbacks drop into single coverage, two linebackers come up to stuff any holes in the line. This is a great defense against the run and the pass. Use it when the offense could go either way with its play selection.

3-4

Play	Description
Cover 2	Cover 2 is a basic zone defense. Everyone but the linemen and one outside linebacker drops into pass protection.
Double Heat Cover 0	This is another blitzing package out of the 3-4 set. All of the linebackers and one of the safeties try to get to the QB while the remaining DBs cover the wideouts in man-to-man coverage.
Cover 3	This is another zone defense, but this time the cornerbacks play deep while the safeties and linebackers handle the short passing routes.
Rocket Blitz	Rocket Blitz runs a stunt between the linebackers and defensive linemen to generate pressure on the QB. The nonblitzing defensive backs are locked in man-to-man coverage.
Cloud	This zone defense has the strong-side corner playing deep while the weak-side corner plays shallow to guard against the run or the short pass.
Weak Fire Zone	This blitzing/zone defense tries to overload the weak side of the line. It simultaneously exposes the strong side to big gains as the strong-side linebackers drop to cover the area vacated by the blitzing defenders.
Sky	This zone keeps the field balanced and doesn't open any one particular area for the offense to exploit.
Weak Zone Blitz	This play is very similar to the Weak Fire Zone. The major difference is the depth of the zone by the linebackers. The Weak Zone Blitz has a much shallower zone. Watch out for receivers running fly patterns up the sidelines.
Knife Cover 2	The defensive line stunts on the strong side to apply pressure while the outside linebacker on the strong side fakes a blitz before dropping into a zone. The weak-side linebacker blitzes for an extra rusher.
Sting Fire Cover 1	Sting Fire Cover uses the strong-side safety as a blitzer in an attempt to pressure the QB. With the other safety back (as in a deep zone), this is a good blitz play that should give you enough time to get a defender into the backfield.
Knife Cover 3	Knife Cover 3 is similar to Knife Cover 2, but the defenders are in a deeper zone.
Strong Zone Blitz	Strong Zone Blitz sends the two strong-side linebackers into the backfield in an attempt to overload the offensive linemen. The other defenders play a fairly deep zone, so watch for short crossing routes underneath.
Phantom Cloud	This defense looks like a blitz at first, but three of the linebackers drop back into coverage after faking the blitz. Both safeties play a deep zone to help defend against the pass.
Trio Blitz Cover 0	All the linemen and linebackers go after the QB on this play. The defensive backs are in single coverage, so get to the passer quickly before you get burned.
Cover 8	This play is like a Prevent defense with the backs playing far off the line in zone coverage.
Combo Blitz	With the 3-4 defensive alignment, you pick up an extra linebacker at the expense of a defensive tackle. The goal is to use the speed and agility of the extra linebacker to rush the QB and stuff the run. With the Combo Blitz, one outside linebacker and one inside linebacker try to apply the pressure while the safety plays a deep zone to help the cornerbacks who are in man-to-man coverage.
Corner Sting	The defense tricks the quarterback on this play. The cornerback comes up to blitz while the linebacker on the weak side of the field covers the corner's pass defense responsibilities.

NICKEL COVER

Play	Description
Cover 2	Everyone is playing zone on this long-yardage defense. Any QB pressure must be applied by the four down linemen.
Cover 2 Man	Cover 2 Man is a lot like Cover 2, except that the defensive backs are back in single coverage.
Safe Cover	This is like a mini-Prevent defense. The safeties and the outside linebacker are responsible for deep zone coverage while the corners play a tight man-to-man defense.
Robber	This defensive play blitzes from all sides to get at the QB.
Cover 6 Cloud	Cover 6 Cloud pulls everyone back into pass protection except the four down linemen.
Soft	This defense is good for long-yardage situations. The defenders are in man-to-man coverage, but their first step is backward, allowing the receivers to be open early. This is designed to limit a run after the catch. The problem, however, is that you can easily give up 5–7 yards on quick throws.
Slash Cover 1 Robber	The defense attempts to overload the weak side of the line with this defensive set. The safeties provide deep zone help, but it's better to get to the QB quickly before he can throw deep and challenge the defensive backs.
Cover 6 Sky	This defense is a pure zone passing defense. Again, the first reaction of the defenders is to backpedal into coverage, so watch out for 3- and 5-yard gains.
Slash Cover 2	The defensive line stunts with the inside linebacker on this play to get at the QB. The two safeties hang back in a deep zone to help out any defenders having trouble staying with their man.
Mix Cover 2	While the line stunts to pressure the QB, the defenders drop back into overlapping zones.
Swap Cover 1 Robber	The defensive tackles stunt inside while the linebackers step up to fill in the gaps along the front of the line. With deep zone help from the two safeties, the cornerbacks are locked in man-to-man coverage.
Cover 8	This Prevent defense has all of the defensive backs dropping back into a deep zone. Use this play at the end of the half, or when you want to prevent a score late in the game.
Twist Cover 2	Twist Cover 2 spreads the defense across the field to cover as much ground as possible. Watch for crossing routes and short passes underneath the zone. Use the stunting linemen to apply pressure to the QB.
Double Steal Under	The linebackers play a zone across the middle of the field on this play while the cornerbacks are in man-to-man coverage and the safeties play deep as extra protection.
Mix Man 2	While the cornerbacks play man-to-man coverage, the safeties drop in a 2 deep zone. Add a line stunt for extra pressure on the quarterback, and this winds up being a very effective play in passing situations.
Slast M2M	This play features man-to-man coverage with both safeties staying back for help. The difference between this play and Mix Man 2 is on this play the linebackers step up and rush the passer.
Twist Man Robber	Another good Nickel Cover defense with man-to-man coverage, Twist Man Robber has the safeties back in a staggered zone. The defensive ends rush to the outside to help contain a scrambling QB or a running play.
Swap Cover 2	Swap Cover 2 overlaps zone coverage to provide maximum pass coverage. Both sets of linemen stunt to get at the QB.
Mix Cover 1 Robber	This is nearly identical to Swap Cover 1 Robber. The only difference is that the safeties are deeper with their zone protection.

NICKEL BLITZ

Play	Description
Combo Fire	The five defensive backs hang back in man-to-man coverage while the four linemen and two linebackers try to sack the quarterback.
Weak Fire Steal	The extra defensive back comes up on the blitz during this zone defensive play.
Hound Fire	This inside blitz features stunting linemen and rushing linebackers. The five defensive backs are on their own with man-to-man coverage. The faster you can get into the backfield, the greater the chance for your success.
Cover 1	With one safety providing deep help, the linebackers and linemen blitz the QB.
Slash Man Fire	Slash Man Fire uses five defensive backs (all in man-to-man coverage). The line gets the help of two linebackers to provide an adequate rush.
Slash Weak Fire Steal	The blitz comes from the extra defensive back on this play. Both safeties are there for shallow help, but if you let your man get behind you, all you can hope for is an errant throw by the QB.
Hatchet Man	This is very much like Cover 1, except that six defensive backs drop into coverage while only one linebacker blitzes the QB. The pressure should compel the QB to force a throw and increase your chances of success.
Slash Weak Sting	All the defensive backs hang deep in a zone on this blitz package, except for the right-side cornerback. He's coming in on the blitz. If the QB can sense the pressure is coming, he can get the ball quickly to that corner's receiver before the linebacker can pick him up.
Slash Hound Fire	The defense attacks the QB with a stunt by the linemen and the linebackers. This passing defense also works well against the run.
Slash Fire Cover 1	The four defensive backs can rest a little easier on this play. One free safety plays a deep zone and can lend a hand to almost any route.
Bulldog Fire	Bulldog Fire is nearly identical to Slash Fire Cover 1. The main difference is that the QB pressure comes more from the side. The defensive back stays intact.
Twist Combo Fire	Twist Combo Fire is the man-to-man version of Slash Fire Cover 1.
Twist Hound Fire	The linebackers lend a hand blitzing the offense from this formation.
Twist Fire Cover 1	This time it's up to the inside linebackers to get at the passer.
Strong Fire	The defensive linemen get help rushing the passer on this play. The strong-side linebacker fills the gap in an attempt to get at the QB.
Mix Weak Fire Steal	This zone defense should work well against both the run and the pass. The defensive backs play a middle zone while the linemen stunt to get pressure on the QB.
Mix Combo Fire	Two linebackers blitz on this play, one inside and one outside. The main focus of the blitz is overloading the center position.
Mix Hound Fire	Both defensive ends stunt to move inside, and the linebackers rush up the middle in an attempt to overload the middle of the line. Watch for swing or run plays outside, as you won't have many defenders outside of the tackles.
Mix Fire Cover 1	This blitz comes from all directions. The double stunt on the line should cause confusion amongst the blockers while the linebackers rush from the outside.
Inside Fire	Six defenders stay back in pass protection while the strong-side linebacker blitzes inside. This is a good blitz that gives you plenty of coverage downfield in case the QB gets the ball off before your pressure reaches him.
Swap Combo Fire	This defense is nearly identical to Mix Hound Fire. It overloads the middle of the offensive line in its attempt to get pressure on the QB.
Swap Weak Fire Steal	This zone coverage defense blitzes the nickel back from the outside edge. Watch for short passes underneath and crossing patterns that can split the zone apart.
Swap Hound Blitz	The defensive linemen stunt, and the linebackers come up to blitz—one outside and one inside. The defensive backs are locked in man-to-man coverage.
Swap Fire Cover 1	With one safety back in a deep zone and the two linebackers blitzing from the outside, this defensive play should keep you covered against all passing situations.
Middle Twist Press	The defensive tackles stunt, and the strong-side linebacker blitzes for the extra QB pressure. Everyone else is in man-to-man coverage, except for a deep safety playing a zone.

NICKEL ODD

Play	Description
Base Man	Nickel odd is basically the standard nickel package, but run from a 3-4 defense rather than the standard 4-3. Everybody is blitzing in Base Man while the defensive backs are in man-to-man coverage.
Cover 2	Cover 2 is a basic zone defense in this set. Any pass rush must come from the defensive linemen and the weak-side linebacker.
Cover 2 Man	The cornerbacks are in man-to-man coverage while both safeties drop back into a deep zone. The weak-side linebacker blitzes inside to add extra pressure to the QB.
Robber	This zone defense protects well against short passes across the middle as one safety goes deep and the other stays in. Pressure to the QB is provided by the linemen and one inside linebacker who comes on the blitz.
Press Fire	Press Fire brings everyone except the safeties in tight. This works well against the run, and it gives you enough defenders against the pass. Watch out for deep pass plays, as your cornerbacks are up so close at the time the ball is snapped.
Stash Bulldog Blitz	All three linebackers come up on the blitz in this defensive set. With six rushers, four defensive backs in man coverage, and one safety playing the deep zone, this defense should work in all situations.
Twist Cover 2	The strong side of the defensive line stunts while the rest of the defense drops into zone coverage. The weak-side linebacker comes on a blitz from the outside, which should put pressure on the QB.
Twist Cover 2 Man	This is the same as Twist Cover 2, except for the man-to-man coverage by the defensive backs.
Twist Cover 1 Robber	The linebackers come on a blitz while the safeties stack up in an over/under zone in the center of the field.
Hound Blitz	The defense tries to overload the strong side of the line with this play. The line rushes to the weak side while all three linebackers rush at the strong side.
Cloud	This is a vanilla defense with four pass rushers and seven defenders playing standard zone coverage.
Twist Bulldog Blitz	This is the same thing as the Bulldog Blitz, but there's more stunting on the line to confuse the blockers.
Sky	Another zone defense; this time the pass rush comes from the outside. Watch out for runs up the middle—you don't have any defenders there.
Twist Double Fire Steal	The weak-side linebacker and the nickel back blitz, and the inside linebacker fakes a rush before dropping back into a zone. Hopefully, the fake confuses the blockers long enough to let the real rush slip by and get to the QB.
Double Fire Steal	Nearly the same defense as Twist Double Fire Steal, except without the twist—the inside linebacker drops straight into the zone rather than faking the blitz first.
Cover 8	This Prevent defense is used in really long passing situations, or when you're worried about giving up the big play.
Slash Double Fire Steal	Like the other Double Fire Steal defenses, this play keeps a lot of defenders back in the zone. But in this variant, the safeties play the shallow zone while the corners go deep, and the pass rush is more to the inside.
Bulldog Man Fire	The cornerbacks are in man-to-man coverage while one safety plays a deep zone and the other comes up to pick up a third receiver. Pressure comes from the two linebackers, who attempt to overload the right side of the line and get through to the QB. This is a good defense when it's possible that the offense might sneak in a running play in an obvious passing situation.

DIME

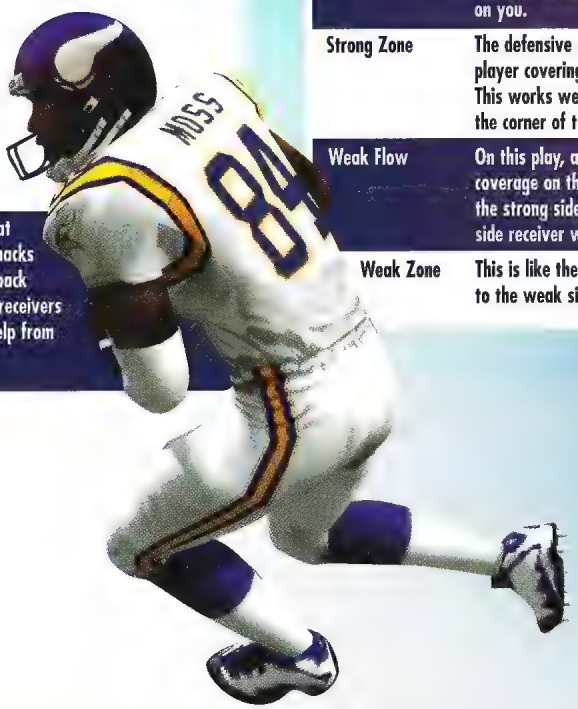
Play	Description
Cover 2 Man	The dime defense adds another defensive back (at the loss of another linebacker). This basic package features man-to-man coverage with a two-deep zone.
Hound Fire	The linebacker and the dime back blitz on this play. All the other defenders are in man-to-man coverage.
Cover 2	The only pass rush comes from the front four on this play; all seven defensive backs are in zone coverage.
Slice Bulldog Fire	One safety plays the deep zone while one cornerback fires in on the blitz. The stunting on the line should allow him to slip into the backfield with ease.
Cloud	This is the standard zone defense, this time run out of the dime package.
Mix Cover 2 Man	Another two-deep zone with the cornerbacks in man-to-man coverage. Any pass rush must come from the stunting defensive linemen.
Strong Fire	This zone defense features the lone linebacker coming in on a blitz.
Combo Cover 2	This zone defense covers the middle of the field well while the pass rush comes from the stunting linemen. This defense is susceptible to quick passes, as the cornerbacks start so far off the ball.
Twist Bulldog Fire	One cornerback comes in on the blitz on this defensive play. The other D-backs are in man-to-man coverage with one safety in a deep zone.
Mix Cloud	This defense keeps four defenders shallow to guard against quick plays across the middle and three defenders deep to guard against the big play.
Sky	Another four-shallow, three-deep zone. This time, though, one safety is playing shallow, and one is deep.
Combo Fire	This man-to-man defense has the lone linebacker and a cornerback coming in on the blitz.
Bulldog Fire	More man-to-man coverage, but this time one safety plays a deep zone, and one corner comes in on the blitz.
Slide Cloud	Similar to the Cloud defense, this one tries to trick the offense by sliding everyone over one slot in their zone assignments.
Slice Sky	Slice Sky features four defenders in a shallow zone and three defenders in a deep zone. Any pressure on the QB comes from the stunting linemen on the strong side of the play.
Cover 8	This is the standard Prevent defense, this time from the dime package.
Weak Blitz Steal	This defense has balanced zone coverage shallow and deep, with a blitzing cornerback thrown in to upset the offensive flow.
Cover 1 Robber	The corners play man-to-man while the safeties play a stacked zone.
Safe Cover	This defense is man-to-man with the corners and the safeties playing a zone. The difference is the defenders are backpedaling first, so don't call this defense on short-yardage situations.
Twist Sky	Just like the basic Sky defense; the twist is the defenders sliding over one spot to confuse the offense.
Prevent	Prevent defense is just that, an attempt to prevent the offense from getting a big play. The only problem is that no one is rushing the QB, which gives him time to pick the defense apart.
Mix Cover 8	Mix Cover 8 is a more effective Prevent-style defense. The benefit is the extra rushers that should keep the offense busy.
Twist Cover 2 Off	The linebackers are in zone coverage while the corners play man-to-man and the safeties hang back for extra support to the corners. The defensive ends rush outside while the tackles stunt in the middle to confuse the offensive line.

DIME ODD

Play	Description
Cover 2 Man	Dime odd is just like dime, but from the 3-4 base rather than the standard 4-3. In Cover 2 Man, the cornerbacks play man-to-man coverage while the safeties play a two-deep zone.
Combo Fire	Combo Fire is a nice combination of blitzing defensive backs and man-to-man coverage. This should be your base dime odd defense.
Cover 2	Cover 2 is a zone defense from the dime odd alignment. The weak-side linebacker rushes the QB to add to the defensive linemen's push.
Doberman Fire	This defensive set features a three-man pass rush and a three-man blitz. The other five defenders stay back in man-to-man coverage.
Strong Fire Zone	Strong Fire Zone is a balanced three-shallow/three-deep zone with a linebacker and cornerback coming in on the blitz from the strong side of the line.
Piranha Fire	Piranha Fire features man-to-man coverage by the corners with one safety deep in a zone. The strong-side linebacker and one of the extra dime backs come in on a blitz.
Cloud	Cloud is the basic four-shallow/three-deep zone. From the dime odd set, the three linemen rush while the dime back comes in on a blitz.
Double Fire Steal	Double Fire Steal is a four-shallow/two-deep zone with a pair of blitzing defensive backs. This defense is susceptible to quick passes due to the starting positions of the cornerbacks.
Empty Robber	Empty Robber is a man-to-man defense with a two-deep zone. The two linebackers blitz to provide the extra pass rush.
Sky	Sky combines a weak-side blitz with a four-shallow/three-deep zone.
Cover 8	This is a Prevent-style defense from the dime odd alignment. The strong-side dime back blitzes to provide the extra pass rush.
Phantom Cloud	Phantom Cloud is another fake blitz. The two linebackers step up like they are on a blitz, then pull back into the standard Cloud formation.
Trojan Sky	Trojan Sky is another defense where you show one thing (a blitz by the strong-side dime back and the weak-side safety) and do another (drop back into zone coverage). The fake is designed to make the QB throw the ball before he's ready.
Doberman Fire Off	This blitz package throws a lot at the QB. Three of the defensive backs come in to pressure the quarterback while the corners play off their receivers in man-to-man coverage with help from the two safeties.

GOAL LINE

Play	Description
Press Fire	When your back is against the wall, call a goal line defense to stop the run on short-yardage plays. This play puts nine guys in the tackle box, concentrating on defending runs off tackle. If the offense calls a pass, get the QB early because you don't have many defenders in pass coverage.
Base	The difference between this play and Press Fire is that the cornerback is not up tight at the line of scrimmage. This gives your pass defenders a little better chance.
Strong Fire	The right linebacker blitzes while the left one hedges against the run. The other backs step up to press any receivers at the line of scrimmage. The defensive line cheats to left, guessing that the run will be to that side.
Middle Twist	While the backs press coverage in case of a pass, the defensive line overloads on the center in an attempt to stop any runs up the middle or a QB sneak.
Weak Fire	This play is used when you guess that the run will be to the right. The safeties and corners all play tight on the line, so watch for a fade pass to the corner of the end zone.
Zone	The zone play puts a lot of pressure on the center and right side of the line, while the defensive backs cover zones to guard against the pass. Watch for a run against the left side of your line; you are weak there.
Full House	Full House is a lot like Press Fire, except the line stunts to confuse the blockers. This defense should do well against runs up the middle.
42 Rob	42 Rob is another zone, but the line is guessing that the run (if any) will be to the right.
Cloud Strong	This is a good pass defense on the goal line as six defensive backs drop into zone coverage. It also works well against runs to the strong side of the field, as that is the direction the defensive line pushes.
Steal Blitz	Seven men come crashing into the offensive line on this blitz play. It also works well as a run blitz where you can catch the running back in the backfield. Be careful, though; if you can't get to the QB quickly, one of his receivers will get open on you.
Strong Zone	The defensive backs drop into zone coverage with an extra player covering the strong side (tight end side) of the offense. This works well in defending those passes to the tight end in the corner of the endzone.
Weak Flow	On this play, a strong side defensive back drops into a zone coverage on the weak side of the field. Because he lines up on the strong side, you can trick the QB into thinking the weak side receiver will be open.
Weak Zone	This is like the strong zone, but the extra defender is cheating to the weak side of the field.



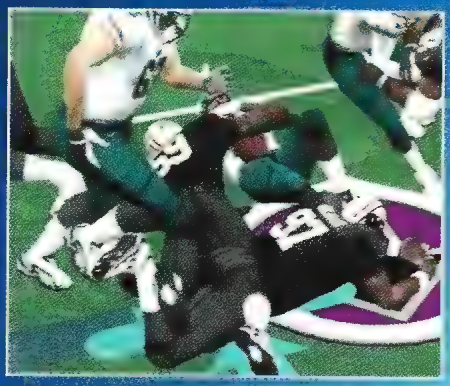
PS2 DEFENSE

Defense is different on the PS2. As on the offensive side of the ball, each team has a unique playbook. But *NFL 2K2* on the PlayStation2 adds a twist to defensive playcalling. After you select the formation you want to run (goal line, 4-3, nickel, dime, or prevent), a new menu comes up.

At this point you select the "wrinkle" to the basic defense—the line play for your defensive linemen. Want to stunt the end and the tackle to confuse the line? You can do that. Want everyone to pinch inside to stop an inside run? You can do that, too. There are tons of possibilities, and each team has its own group of wrinkles they can apply to their defensive schemes.

Does your opponent like to run to the left? Then call the cheat left assignment. All your defensive linemen push to the left to stuff the run.

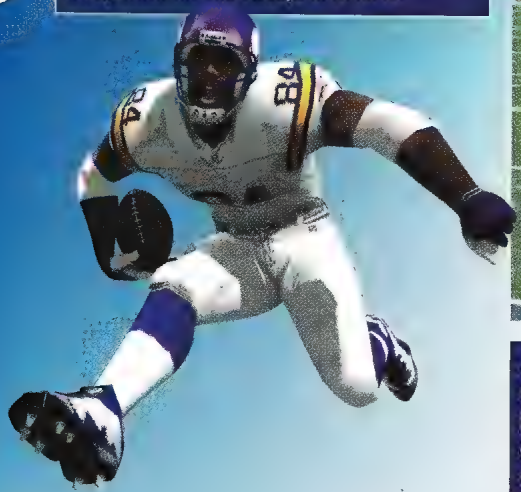
Is the next run going to be up the middle? Do you think the quarterback might try a sneak to pick up the first down? Call the all in assignment to have your linemen push to the middle of the field. The mass of bodies eliminates the holes through which the other team can run.



Want a delayed pass rush? Call the loop assignment; the defensive end swings out deep, then rushes up the middle. This is a great way to sucker the running back into running up the middle. A hole that existed one moment goes away when the end swoops in to fill it.

Call the base alignment. Your linemen push straight ahead to disrupt the play.

Applying these wrinkles can be a gamble. If you cheat left and the run goes to the right...



...the running back will find room to the right unless the linebacker comes up and makes the play. Even if you get burned, these line play assignments add a great new twist to the standard defenses.

There are a lot of line assignments you can call. Check out "Gameplay Basics" for descriptions of the different defensive sets.

49ERS

BY THE NUMBERS

Offense	80	Overall	83
Defense	76	2000 Season Record	6–10

DC Playbooks

Offense

Split Queens
- Posts
- Mirror Outs
- Gold Lead Draw
- Corners
- Comeback Posts
- Bingo
- Sweep
- Spring Out

Double Rake Slot
- Evade
- Inside Zone
- Motion Hitch
- G Lead
- Motion Scissors
- Slant
- Trap
- Skinny Post
- Zone
- Option
- Verticals
- Motion Zone
- Slants

Split
- Flood
- FB Counter
- Fade
- Power Lead
- Comeback
- PA Screen
- PA Boot Corner
- Lead
- Motion Slant
- HB Out
- Reverse
- Crossing Slants
- Motion Off Tackle
- WR Screen

Left Double Gun
- Inside Out
- QB Draw
- Motion Switch
- G Lead
- Scissors
- Reverse
- Post Corner

I Twins
- Motion Screen
- Lead Draw
- Motion PA Flood
- Isolation
- Under
- Motion Isolation
- Motion PA FB Out

Split Twins
- Motion Comeback
- Motion Lead
- Motion Flood
- Lead
- Screen
- Motion Post
- Shift Trap
- Motion Flood

Doubles
- Motion Under
- Motion Flood
- Red Inside Zone
- Double Smash
- Get Away
- Draw
- Outs

F
- Motion Isolation
- Motion PA Boot Out
- Lead Digger
- PA Outs
- Isolation
- Shift PA HB Streak
- PA Fade
- Counter
- PA Boot Release
- Motion PA Flat
- Shift Isolation
- PA Curls

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slast M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

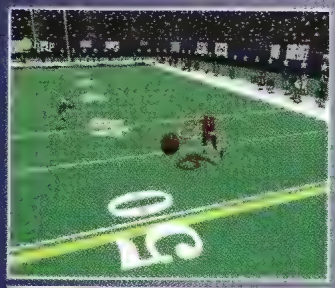
Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slast Fire Cover 1
- Bull Dog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bull Dog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bull Dog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone



Terrell Owens has got the speed and moves to pick up a lot of yards after the catch. Get him the ball when he's in the open to break them for big gains. The split→fade is a great play for this. Look out for the tight end, too; split→PA boot corner takes advantage of Greg Clark, who had a big year in 2000.

Garrison Hearst can pick up a lot of yards for you. Try out split→power lead to gain some yardage up the middle.

Use the split twins→screen to get the ball to your fullback. The screen pass is basically like a running play, so use it to keep the defense honest. If no one is open, let QB Jeff Garcia run with the football. He picked up over 400 yards last year on the ground.

With Bryant Young and Dana Stubblefield clogging up the middle, your ends are free to get into the backfield. You won't have to blitz much. Stay in the base 4-3 cover package on most first and second down situations. The 49ers have a pair of standout cornerbacks. With such a powerful pass rush, you can afford to leave them in single man-to-man coverage.

PS2 Playbooks

Offense

Ace Trips
H Screen Weak
52 Zone Cutback
90 Slants/Flats
56 Stretch
50 T/Y Cross
90 X/Z Slant
90 All Slant

Doubles Right
50 X/Z Out
52 Zone Cutback
50 Z Under
52 Trap
50 H Wheel
50 T Cross

Trips
50 A/Z Cross
50 T Corner
52 Zone Cutback
206 A Out
152 Bootleg Y Cross
90 X/Z Slant
56 Stretch
90 Slants/Flats

Split Pro
32 Draw
124 X Post
21 Trap
50 T Out
28 Sweep
50 Z Under
Sneak
90 X/Z Slant

Shotgun Split Spread
122 Bootleg Y Cross
32 Trap
50 X Dig
37 Sweep
50 Z Go
50 Z Under
H Screen Weak
50 T Cross

Ace
52 Zone Cutback
152 Bootleg Z Post
Sneak
152 Y/T Cross
58 Toss
50 Z Go
56 Stretch
90 Slants/Flats

I Pro
122 Z Post
22 Lead Draw
122 T Option
26 Stretch
122 X/Z Curl
22 Iso
90 X/Z Slant
28 Toss

Triple
153 Bootleg Wheel
Fake Inside Zone Reverse
52 Zone Cutback
50 Z Go
50 All Go
50 X/Z Out
90 Slants/Flats

Split Spread
50 F Seam
54 Inside Zone
206 Curl/Flat
37 Sweep
50 X Dig
90 X/Z Slant
27 Sweep
50 T Cross

Shotgun Doubles Left
50 X Corner
50 Z Go
54 Inside Zone
50 A Cross
H Screen Weak
50 T Cross

Pair Slot
50 A/Z Cross
152 X/Z Wheel
56 Stretch
152 All Go
90 X/Z Slant
90 X Quick Hitch
Fake Inside Zone Reverse
90 Slants/Flats

Strong I Pro
22 Lead Draw
124 Strong Flood
24 Iso
206 Z Out
28 Toss
50 X/Z Out
24 Power
90 X/Z Slant

Tight Triple
152 Bootleg X Out
56 Stretch
153 Bootleg Z Go
52 Zone Cutback
152 Z Cross
50 X Post
90 X Quick Hitch

Split Jokers
50 Y Seam
50 H Swing
28 Sweep
50 F Seam
90 Z Slant
90 Z Fade
32 Trap
206 Z Flat

Shotgun Triple Left
50 X Corner
206 A Out
50 T Cross
153 Bootleg Wheel
50 Z Under
50 X/Z Out
Hail Mary

I Twins
24 Power
122 X/Z Curl
22 Lead Draw
122 T Option
26 Stretch
122 Z Post
22 Iso
90 X/Z Slant

Weak I Pro
54 Inside Zone
122 Z Dig
22 Zone Cutback
122 X/Z Go
27 Toss
H Screen Weak
26 Counter
90 X/Z Slant

Trey
H Screen Strong
50 Z Under
52 Zone Cutback
206 A Out
90 X/Z Slant
90 X Stop
56 Stretch
50 Z Go

Quads
50 Strong Flood
50 Stop/Corner
56 Stretch
50 Y/A Option
50 X Corner
50 T/Y Cross
50 Z Under
90 Slants/Flats

Quads Right
50 X Corner
152 Bootleg Z Post
54 Inside One
50 T Cross
50 A/Y Cross
50 Strong Flood
206 A Out

Strong I Twins
27 Toss
H Screen Weak
32 Trap
123 Bootleg Z Cross
26 Stretch
122 X/Z Wheel
24 Power
90 X/Z Slant

I Spread
22 Iso
122 X Cross
26 Stretch
122 Z Post
21 Draw
28 Toss
122 All Curl
22 Lead Draw

Strong Spread
38 Toss
50 A/Y Cross
34 Lead
50 X Post
33 Lead
132 X Dig
132 All Go

Offense continued

Doubles H Motion
50 All Fly
52 Zone Cutback
50 X Under
QB Draw
152 Bootleg Z Post
50 Z Cross
Sneak
50 X/Z Wheel
56 Stretch
50 Z Go
90 Slants/Flats

Bunch
90 X Quick Hitch
152 X Post
52 Zone Cutback
90 X Stop
90 Triple Slant
50 Z Under
50 A Corner

Split Twins
H Screen Weak
32 Trap
133 Bootleg Z Cross
28 Sweep
50 X Cross
Sneak
50 Corner/Stop

I Jokers
Fake 28 Sweep QB Keep
122 Y/T Cross
24 Power
206 Z Out
28 Toss
26 Stretch
Sneak
22 Iso

Strong I Jokers
26 Stretch
50 Z Curl
32 Dive
122 Z Post
28 Toss
24 Iso
50 T/Z Go
24 Power
Sneak

Weak I Jokers Pair
Fake Dive 18 Sweep
123 Bootleg T Flat
28 Sweep
132 Y/T Cross
50 Z Post
132 Z Out

Weak Spread
133 A Cross
28 Sweep
F Screen Strong
52 Trap
90 X/Z Slant
50 A Option
Sneak
50 Z Post

Doubles
52 Draw
56 Stretch
152 Bootleg Z Post
50 X Under
52 Zone Cutback
50 All Go
90 Slants/Flats
Sneak

Defense

Goal Line
GL Strong Zone
GL Cloud
GL Indian Strong
GL Gold Blitz
GL Weak Flow
GL Weak Crash
GL Weak Blast
GL Weak Indian

4-3
Cover 3
Key Zone
2 Hard
Combo Inside Zone
Combo Strong Zone
2 Soft
3 Weak
4 Cloud
All Blitz 0
Strong Blast
Spear Cover
Force Fire 0
Open Fire 0
Weak Fire 0
Strong Indian 1
Weak Crash 1
Strong Sting 1

Nickel
Key Zone
2 Hard
Combo Inside Zone
4 Cloud
Weak Crash 1
Weak Crash Cover 3
Sting 2 Soft
2 Man
3 Robber
Sting Blitz Cover 1
Rocket Blitz 0
Blaze Twist Cover 0
Indian 0
Indian Weak Cover 1
Weak Blast 1
Double Steal

Dime
2 Hard
Combo Inside Zone
4 Cloud
Open Fire 0
2 Man
Indian 0
Indian Weak Cover 1
Dog the Dig
Weak Sting 2 Hard
Double Steal
Cover 12
Greyhound Cover 0
Middle Blast 1
Strong Sting 1
Weak Sting 1

Prevent
2 Hard
Combo Inside Zone
4 Cloud
Open Fire 0
2 Man
Indian 0
Indian Weak Cover 1
Dog the Dig
Weak Sting 2 Hard
Double Steal
Cover 12
Greyhound Cover 0
Middle Blast 1
Strong Sting 1
Weak Sting 1

Jeff Garcia is a very mobile quarterback. In 2000, he came up with 400-plus yards rushing. The 49er playbook has several plays that feature Garcia taking off with the ball. Perform fake 28 sweep QB keep or fake dive 18 sweep. Be careful, though; your QB can get clobbered by a big linebacker.

The 49ers have a lot of quality receivers. Spread the ball around to Terrell Owens, J.J. Stokes, and Tai Streets. Look for them on plays like 152 bootleg Z post, 90 slants/flats, and 50 A corner.

The tight end is also a big part of the 49er offense, so include passes to him in your play calling. Look for the tight end on plays like 50 T/Y cross or 122 T option. The tight end is bigger than the receivers, so don't use fancy spin moves to elude tacklers; go through them instead!

Tackles Bryant Young and Dana Stubblefield are there to clog up the middle. Take control of one of them and stuff up the run. They are as dominating on defense on the PS2 as they are on the Dreamcast and in the NFL. You don't have to call many blitzes with these two powerful defenders in the middle.

BY THE NUMBERS

BEARS

Offense	81	Overall	81
Defense	79	2000 Season Record	5–11

DC Playbooks

Offense

Bears I
Motion Swing
Motion Lead
Motion Post
Inside Lead
Motion PA Flat
Outside Lead
PA Corner
Motion Toss
PA Vertical

Bears Right
Draw
Screen
C Lead
Motion PA Flat
Dive
Motion Counter Trap
Cross
Toss

Empty Bench
Quick Screen
Motion Screen
Big City Sneak
Motion Double Screen
Corner
Underneath
Switch
Stretch
Slip Screen

Gun Trips
Pivot
Cross
Draw
Corner
Stick
RB Cross
Post
Out
In
Hail Mary
Blue Slip Screen
Under
Vertical

Spread Turn
Slants
Screen
Draw
Scissor
Rollout Out
Verticals
Under
Slip Screen

Double Right Slot
Deep Curls
Trap
Curls
G Lead
Comeback
Toss
Cave Trap
Hot
Savage Zone
Lead
In

Right Double Gun Slot
Motion Screen
Get Away
Fade
Comeback
Motion Post
Verticals
Claw Slip Screen
Post

Trips
Motion PA Slant
Inside Zone
Middle Screen
Dive
Flood
Zone
Quick Screen
Toss
Motion PA Boot Flat
QB Sneak
Drag

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bull Dog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bull Dog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bull Dog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

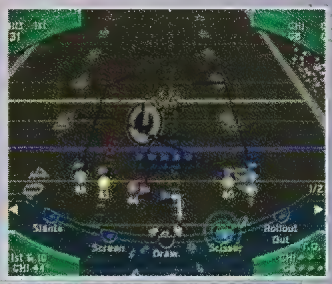
Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

The Bears run a lot of slip screens with the wide receivers, like this one, gun trips→blue slip screen. Get the ball off quickly if you expect to complete the pass. Watch out, though. If the corner is playing up on the line (as in this screenshot), he can get an easy pick and run it for a touchdown.

To establish the running game, use Bears I→motion toss to spring Skip Hicks outside. James Allen acts as a nice "change of pace" back on the Dreamcast (he's the starter in the PS2 roster). Substitute him in to run the ball inside. Allen is not as flashy as Hicks, but he put together a 1,100-yard plus rushing campaign in 2000.



Shane Matthews (the default starting QB) is accurate but has trouble throwing the deep ball. Substitute in Jim Miller if you're going to be throwing it deep. Marcus Robinson is your big-play receiver. Look for him on gun trips→ Hail Mary and all other vertical passing plays.

The Bears brought in new blood at defensive tackle in the forms of Ted Washington and Henry Taylor. Their size allows them to take on double teams and free the linebackers to make the big plays. The line is good against the run but lacking in a strong, effective pass rush. Throw in extra blitz packages to keep the QB on his toes. The real star of the defense is second-year middle linebacker Brian Urlacher. Take control of this powerful defender. He's got great speed and allows you to plug in the gaps. If you're playing the Bears, run away from Urlacher.

PS2 Playbooks

Offense

Ace
- 152 Power Flood
- 52 Zone Cutback
- 152 Z Out
- 54 Inside Zone
- 153 Bootleg Z Under
- 52 Draw
- 56 Stretch

I Spread
- 22 Zone Cutback
- 122 A Square In
- 22 Lead Draw
- 122 All Go
- 28 Toss
- 50 X/Z Out
- 32 Dive
- 90 X/Z Slant

I Pro
- 26 Stretch
- 122 X/Z Go
- 22 Iso
- 122 F Flat
- 22 Zone Cutback
- H Screen Weak
- 24 Power
- 90 X/Z Stop

Doubles
- Z Middle Screen
- 56 Stretch
- A Quick Swing
- 52 Zone Cutback
- 152 All Go
- 50 Z Under
- 54 Inside Zone
- 90 X/Z Slant

Shotgun Doubles
- 50 All Go
- QB Draw
- 50 A/X Cross
- 52 Trapp
- 50 Strong Flood
- 52 Draw
- 50 Y/A Option

Ace Z In
- 152 Z Under
- 58 Toss
- 152 Bootleg T Cross
- 54 Inside Zone
- 152 X Post
- 56 Stretch
- 152 T Corner
- 52 Zone Cutback

Strong I Spread
- 26 Stretch
- 122 X Post
- 22 Zone Cutback
- 124 Strong Flood
- 24 Iso
- Sneak
- 90 X/Z Stop

Triple
- 52 Zone Cutback
- 90 All Slant
- 56 Stretch
- 152 Strong Flood
- 52 Draw
- 50 X Cross
- 54 Inside Zone

Shotgun Trips
- 50 Cross
- QB Draw
- 50 All Go
- 51 Draw
- 50 A Under
- 50 All Curl

Ace Trips
- 54 Inside Zone
- 152 Bootleg Z Post
- 56 Stretch
- 152 T Cross
- 58 Toss
- 90 X/Z Slant

I Joker
- Sneak
- 122 T Corner
- 28 Toss
- 122 Y/T Cross
- 22 Iso
- 22 Zone Cutback
- 90 Z Slant
- 26 Stretch

Weak I Pro
- 26 Counter
- 122 T Seam
- 23 Iso
- 122 Z Cross
- 22 Zone Cutback
- 50 X/Z Out
- 24 Inside Zone
- 90 X/Z Slant

Quads
- 152 All Go
- 52 Draw
- 152 X Under
- 54 Inside Zone
- 50 A Cross
- 52 Zone Cutback
- 90 All Slant

Shotgun Quads
- 50 Y/A Option
- 51 Draw
- 50 Stop/Corner
- QB Draw
- 50 All Go
- 50 X/Z Out
- 90 All Slant

Tight Triple
- 90 X/Z Stop
- 52 Draw
- 152 Solid Flood
- 56 Stretch
- 152 X Post
- 52 Zone Cutback
- 54 Inside Zone
- 152 Z Out

Strong I Close
- 28 Toss
- 122 Strong Flood
- 22 Zone Cutback
- 90 Z Fade
- 24 Inside Zone
- 122 T Drag
- 26 Stretch

I Twins
- 122 X/Z Wheel
- 32 Dive
- 122 T Option
- 26 Stretch
- X Middle Screen
- 22 Iso
- 122 X/Z Post
- 28 Toss

Bunch
- 50 Overload
- 56 Stretch
- 50 Y Out
- 58 Toss
- 90 X Slant
- 52 Zone Cutback
- 52 Draw

Shotgun Trey
- 50 Overload
- 51 Draw
- 50 Cross
- QB Draw
- 50 X/Z Out
- 50 All Go
- Hail Mary

Pro Slot
- 90 T Out
- 58 Toss
- 152 Y Option
- 52 Zone Cutback
- 152 All Out
- 56 Guard Lead
- X Screen
- 54 Inside Zone

Weak I Deuce
- 23 Iso
- 123 Y/T Seam
- 25 Stretch
- 123 F Flat
- 27 Toss
- 90 Z Slant

Weak I Power
- 50 X Corner
- 24 Power
- X Middle Screen
- 26 Counter
- 122 T Corner
- 26 Stretch
- 122 Z Under
- 24 Iso

Offense continued

Shotgun Split Spreads

- 50 X/Z Out
- 32 Draw
- 50 All Go
- 28 Sweep
- 50 A/Z Cross
- 21 Lead Draw
- 50 X Under

I Jokers Pair

- 26 Stretch
- 122 X Post
- 22 Iso
- 122 Y/T Out
- 22 Zone Cutback
- 24 Power
- 90 X Stop

Shotgun Empty

- 50 H/Y Cross
- 50 Cross
- QB Draw
- 50 All Go
- 50 X/Z Out
- 50 Overload
- Hail Mary

Defense

Goal Line

- GL Strong Zone
- GL Cloud
- GL Strong Blast 0
- GL Steeler Blitz
- GL Weak Zone
- GL Weak Flow
- GL Weak Crash 0
- GL Weak Blast

4-3

- Key Zone
- Cover 3
- Weak Blast H
- 2 Hard
- Strong Blast 3
- 3 Robber
- 4 Cloud
- 2 Soft
- Weak Blast 1
- All Blitz 0
- Indian Weak Cover 1
- Open Fire 0
- Spear Cover 1
- Strong Fire Cover 0
- Weak Crash 1
- Middle Blast 1

Nickel

- Key Zone
- 2 Hard
- All Blitz 0
- Open Fire 0
- Weak Crash 1
- 3 Weak
- 4 Sky
- 2 Man
- Combo Inside Zone
- Sting 2 Hard
- 1 Dog the Dig
- Blaze Twist Cover 0
- Sting Blitz Cover 1
- Strong Indian 1
- Force Fire 0
- Double Indian Cover 0

Dime

- Strong Combo Odd
- 2 Man Odd
- 2 Hard Odd
- Combo Zone Odd
- 3 Robber Odd
- 4 Cloud Odd
- Sting 3 Buzz Odd
- Cover 12 Odd
- Middle Fire 1 Odd
- Open Fire 1 Odd
- Tight Fire 1 Odd
- All Blitz 0 Odd
- Strong Force Fire Odd
- Double Hard 1 Odd
- Double Indian 0 Odd
- Weak Crash 1 Odd

Prevent

- Strong Combo Odd
- 2 Man Odd
- 2 Hard Odd
- Combo Zone Odd
- 3 Robber Odd
- 4 Cloud Odd
- Sting 3 Buzz Odd
- Cover 12 Odd
- Middle Fire 1 Odd
- Open Fire 1 Odd
- Tight Fire 1 Odd
- All Blitz 0 Odd
- Strong Force Fire Odd
- Double Hard 1 Odd
- Double Indian 0 Odd
- Weak Crash 1 Odd

James Allen is the starting running back on offense and does a good job of running the ball off the corner on a 28 sweep or a 58 toss. To pound the ball up the middle, substitute in rookie running back Anthony Thomas. He has the power and quickness to burst through the hole on plays like 22 iso and 24 power.

The Bears have a good group of receivers with Marcus Robinson, Marty Booker, and David Terrell. Spread the ball around to all of them to keep the defense off balance. Try 50 X corner, 122 Z under, and 152 Y option. Shane Matthews is a good QB who throws short passes. To air the ball out downfield with more distance, substitute in Jim Miller.

Keep the tight end and the running backs involved in the passing game, as well. The tight end is open deep on the 122 T corner, and the running backs are an option if the receivers are covered downfield. Dump the ball off to a running back and let him run the ball for extra yardage.

With Keith Traylor and Ted Washington drawing double teams inside, defensive end Phillip Daniels has a better chance of coming up with the sack. You don't have to call much blitzing with this powerful line. The real star on offense, though, is second-year player Brian Urlacher. Select him on defense and fill in any holes in the line. And if there is an opening, he can rush right in and pick up a sack.

BENGALS

BY THE NUMBERS

Offense	78	Overall	82
Defense	74	2000 Season Record	4–12

DC Playbooks

Offense

I Tight
G Lead
PA Slant
FB Give
PA Post
Counter Toss
Power Dive
Slant Flats
Isolation

I
PA Verticals
Cutback
PA Comeback
Counter Toss
Stick
FB Lead
Screen
Isolation
Double Post
Trap
Motion Zoom
Zone
Slant

Trey
Out
Drag
Draw
Curl
Hail Mary
Vertical
Off Tackle
Flood Post

Trey
Flat
Draw
Middle Curl
Cutback
PA Corner
Tiger Slant
Post
Inside Zone
Fade Out
Shallow Drag
PA Slot Corner
Razor Post
Swing

I Twins
Outside Lead
Hitch
Motion FB Give
PA Go
Counter
FB Counter
PA Boot Out
Off Tackle

Split Gun
Screen
Out
Draw
Curl
Comeback
Up and Away
Under
QB Draw
Slant

Right Gun/Ace Gun Slot
Comeback
G Lead
In
Draw
Double Slants
Double Slant
QB Draw
Out

Empty Gun
Under
Orange Slant
QB Draw
Curl
Cross In
Switch
Wheel
Vertical Exchange
Fade

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire 2b
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bull Dog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bull Dog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bull Dog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Corey Dillon is the man when it comes to running the ball for the Bengals. Use his speed and quickness by kicking the ball outside with plays like I tight→ counter toss. After you spring Dillon outside of the defenders it's off to the races.

Work the ball to the tight end Tony McGee. He's got good hands and can pick up a lot of yardage for you with pass plays like trey gun→drag. Your other big target is second year receiver Peter Warrick. Hit him in stride so he doesn't have to turn back for the ball. Darnay Scott is the other main receiver for the Bengals; he's back in 2001 from an injury. Look for him on I twins→PA boot out.

Substitute in Akili Smith to run the QB draw. This speedy QB picks up good yardage for you. On defense watch out for the switch.

The Bengals moved to bolster their defense by getting an improved pass rush. Number one draft pick Justin Smith, who starts at right end, makes everyone better, including Oliver Gibson, who started all 16 games for Cincinnati last season at left defensive tackle. Use the standard 4-3 cover defense and this line can get to the QB. With a strong pass rush, you can afford to play more man-to-man defense with your backs.

PS2 Playbooks

Offense

I Pro
122 X/Z Out
22 Power
H Screen Weak
26 Guard Lead
122 All Go
26 Counter
90 X/Z Slant
22 Lead Draw

I Spread
90 X/Z Stop
22 Iso
122 X Out
22 Lead Draw
122 Double Cross
26 Stretch
122 All Go

Ace
54 Inside Zone
122 X/Z Out
56 Stretch
50 Z Under
52 Zone Cutback
50 All Streaks
Sneak
90 Slants/Flats

Triple
Fake Stretch Z Reverse
50 T/Z Wheel
56 Stretch
50 Strong Flood
56 Guard Lead
90 All Slant
52 Draw
Hail Mary

I Pro Z In
90 X Stop
22 Zone Cutback
122 Z Under
22 Lead Draw
50 Y Cross
28 T Toss
Fake Inside Zone Reverse

Strong I Pro
90 X/Z Fade
26 Guard Lead
50 All Curl
26 Stretch
122 X Cross
22 Iso
Sneak

Split Spread
H Screen Weak
24 Power
50 All Streaks
22 Draw
50 A/Z Cross
122 X/Z Out
Sneak
Hail Mary

Ace Trips
52 Zone Cutback
153 Bootleg Cross
Fake 56 Stretch Z Reverse
152 Strong Flood
56 Stretch Fake Reverse
152 All Go
54 Inside Zone
90 X/Z Slant

Tight Triple
152 Y/T Option
54 Power
H Screen Weak
56 Stretch
50 X/Z Curl
54 Inside Zone
50 Strong Flood
Sneak

Strong I Twins
50 T Cross
26 Stretch
122 X/Z Wheel
24 Inside Zone
122 Curl/Wheel
23 Iso
90 X/Z Stop

Split Pro
122 X/Z Out
23 Iso
50 All Curl
33 Draw
50 All Go
26 Counter
90 X/Z Slant
22 Draw

Weak I Pro
122 X/Z Wheel
27 Stretch
H Screen Weak
23 Iso
50 T Cross
22 Zone Cutback
90 X/Z Stop
24 Inside Zone

Pair Slot
54 Inside Zone
152 X/Z Go
28 Toss
152 T Corner
52 Zone Cutback
28 T Toss
50 X/Z Cross
56 Stretch

Doubles
56 Stretch
154 X Out
Fake Stretch Z Reverse
50 All Streaks
52 Draw
50 T/A Option
56 Guard Lead
90 X/Z Slant

Shotgun Doubles
50 Y/A Option
51 Draw
152 X Post
51 Trap
H Screen Weak

I Twins
22 Iso
122 Z Out
31 Dive
122 X Under
28 Toss
122 X/Z Go
26 Guard Lead
90 X/Z Slant

I Jacks
26 Guard Lead
122 T/Y Cross
22 Iso
122 Z Out
26 Stretch
Sneak
122 T Corner

Strong I Jacks
26 Stretch
122 T Cross
28 Toss
122 Strong Flood
24 Power
122 Y Cross
24 Iso

Quads
122 X/Z Out
54 Inside Zone
152 X Post
52 Zone Cutback
50 Y/A Option
52 Draw
90 X/Z Slant
56 Stretch
50 Z Under

Shotgun Split Spread
50 H/F Swing
QB Draw
50 All Curl
23 Draw
50 All Streaks
122 X/Z Out
32 Draw

Offense continued

Weak I Jacks
- 25 Guard Lead
- 123 Bootleg Flat
- 27 Toss
- 123 F Flat
- 23 Iso
- 22 Power
- Sneak

Shotgun Trey
- 152 X Post
- 50 All Streaks
- 51 Draw
- 50 T/A Option
- 50 A/X Cross
- 90 All Slant
- H Screen Weak

Shotgun Triple
- 152 Strong Flood
- 52 Draw
- 50 Curl/Flats
- QB Draw
- 50 A Cross
- 90 X/Z Stop
- Hail Mary

Defense

Goal Line
- GL Crash Weak
- GL Cloud Strong
- GL Weak Fire 0
- GL Weak Zone
- GL Indian Weak 0

4-3
- Weak Blaze 1
- Strong Blast Cover 0
- Weak Fire Zone Blitz
- Middle Fire Zone Blitz
- Strong Fire Zone Blitz
- Indian 0
- Strong Sting 0
- All Blitz
- 2 Soft
- 4 Sky
- 3 Sky
- Combo Weak Zone
- 1 Hang
- Weak Crash Cover 3
- Spear Cover 3

Nickel
- Weak Fire Zone Blitz
- Middle Fire Zone Blitz
- Strong Fire Zone Blitz
- 2 Hard
- 3 Dog T
- Strong Blast 2
- 2 Man
- Cover and Tackle Drop
- 4 Cloud
- Key Zone
- Weak Blast Cover 3
- Strong Blast 1
- All Blitz 0
- Open Fire 0
- Strong Fire Sting 0
- Double Indian Cover 0

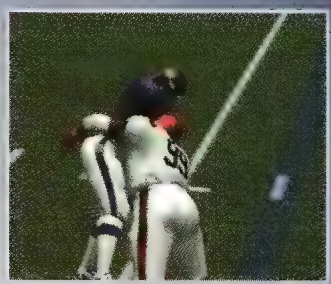
Dime
- 2 Hard
- 2 Man
- 4 Cloud
- All Blitz 0
- 1 Dog the Dig
- 3 Robber
- Combo Inside Zone
- 3 Buzz
- Cover 12
- Greyhound Cover 0
- Bulldog Weak 1
- Middle Blast 1
- Strong Rocket 0
- Sting Zone Blitz
- Strong Crash Cover 1
- Indian Weak Zone Blitz

Prevent
- 2 Hard
- 2 Man
- 4 Loud
- All Blitz 0
- 1 Dog the Dig
- 3 Robber
- Combo Inside Zone
- 3 Buzz
- Cover 12
- Greyhound Cover 0
- Bulldog Weak 1
- Middle Blast 1
- Strong Rocket 0
- Sting Zone Blitz
- Strong Crash Cover 1
- Indian Weak Zone Blitz

The PS2 playbook for the Cincinnati Bengals features a number of reverse plays. Here the handoff is made to a running back running in one direction, who hands the ball off to a wide receiver running in the opposite direction. Plays like fake 56 stretch Z reverse and 56 stretch fake reverse fool the defense and get you big gains. But the more you call these plays, the less effective they become.

Corey Dillon is a good running back. Get him outside and use his speed to your advantage. The plays 27 toss, 28 toss, and 28 T toss all work from a variety of formations. Get Dillon to the corner quickly and turn the ball downfield. Make the first tackler miss to do well on these outside running plays.

Wide receiver Peter Warrick is one of your best targets on offense. Get him the ball downfield. Spread it out to the rest of your receivers. Use 50 Y/A option, 90 X/Z slant, and 122 Y cross. Don't forget about the tight end; he is an important part of your offense. Look for the tight end on 122 T cross.



The Bengals have a good front four. Don't worry about blitzing too much. They can stuff the run and rush the quarterback all on their own. Try the all in wrinkle to the standard 4-3 package. It helps the linemen stuff inside runs with ease, like Oliver Gibson does here.

BILLS

BY THE NUMBERS

Offense	81	Overall	85
Defense	77	2000 Season Record	8–8

DC Playbooks

Offense

Bills Left

- Dive
- Motion PA Flat
- Motion Lead
- Option
- Motion Iso
- Zone
- Toss
- Motion PA Throwback
- Strong Toss
- Off Tackle

Bills I

- Motion PA Flat
- Motion Lead
- Motion PA Cross
- Lead
- Posts
- Motion PA Flood
- Counter
- PA Vertical
- Motion Toss
- PA Out
- Counter Lead
- Motion Sprint
- Motion Iso
- Motion PA Under
- Counter Left
- Motion Streaks

Left Double Slot

- Slants
- Motion Over Under
- Motion Draw
- Stretch
- Motion Flood
- Motion Under
- Motion Screen

Empty Gun

- Hail Mary
- Get Away
- QB Draw
- Cross
- Slant
- Shallow Drag
- Slip Screen
- Spread
- Scissor
- Posts

Ace

- PA Roll Cross
- Outs
- Inside Zone
- Motion Posts
- Check Down
- Streaks
- Motion Outside Zone
- Post Corners

Trey Gun

- Dig
- Deep Curl
- Draw
- Cross In
- Corner
- Seam
- Screen
- QB Draw
- Out
- Get Away
- Under

Quad Gun

- Corner Ins
- Post
- Motion Draw
- Dig
- Cross
- Wheel Fade
- Verticals

Double Left Slot

- Motion Dig
- Outside Zone
- Motion Post Corner
- Motion Dive
- Motion Post
- Motion Curl
- Motion Counter
- Motion Cross
- Isolation Trap
- Motion Out
- Motion Toss
- Stretch
- Slants

Defense

4-3 Cover

- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz

- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4

- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover

- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz

- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bull Dog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd

- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bull Dog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bull Dog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime

- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd

- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

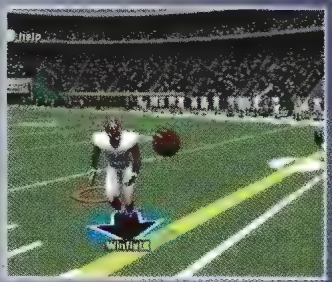
Goal Line

- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Use Sammy Morris to pound the ball inside with running plays like Bills I→lead. The Bills have a strong offensive line too, so the running backs get outside. Pitch the ball and get around the corner for big gains. Bills left→toss works great after you are in control of the line of scrimmage.

Eric Moulds led the team last year with 94 catches and back-to-back 1,300-reception-yard years. Get him the ball early and often. Use double left slot→motion dig and deliver the ball as he cuts across the center of the field. Work Peerless Price into the offense by hitting him on slant passes across the middle, specifically left double gun→slants. Pass the ball after he crosses the center of the field. After you get the defense concentrating on Moulds and Price, spread the ball around to your other receivers. Hit Kwame Cavil on plays like the quad gun→cross for big gains.

After stretching the field with deep pass plays to Moulds, look for tight end Jay Riemersma underneath on left double gun→motion flood. The play is there for an easy 5-yard pickup.



Antoine Winfield and Ken Irvin provide the Bills with good play from the cornerback position. This allows you to use the 4-3 blitz package to pressure the opposing QB. The real strength of the defense is the linebacking core of Jay Foreman, Keith Newman, and Corey Moore. Start out controlling a lineman, then switch to the nearest speedy linebacker to deliver the big hit.

PS2 Playbooks

Offense

Ace
52 Draw
90 Slants/Flats
52 Zone Cutback
50 All Go
Sneak
54 Inside Zone
152 Curl/Flats

I Spread
H Screen Weak
24 Power
122 X/Z Curl
26 Stretch
90 X/Z Slant
22 Iso

I Pro
26 Stretch
50 X/Z Curl
22 Lead Draw
122 Z Out
28 Toss
122 All Go
22 Iso
90 X/Z Slant

Double
52 Draw
50 All Go
52 Zone CB
50 X Dig
56 Stretch
90 X/Z Stop

Double Right
50 All Go
52 Trap
50 Strong Flood
52 Draw
50 T/A Option
90 X Stop

Pair Slot
90 X Stop
52 Zone Cutback
50 T/Y Out
56 Stretch
H Screen Weak
58 Toss

Strong I Spread
122 X Dig
24 Power
122 All Go
24 Iso
122 Strong Flood

Strong I Pro
122 X Dig
24 Iso
H Screen Weak
24 Power
90 X/Z Stop
25 Counter
50 X/Z Curl

Triple
52 Draw
50 A Option
54 Inside Zone
50 X/Z Go
56 Stretch
90 X/Z Slant
Sneak

Triple Left
Hail Mary
51 Trap
50 H Wheel
51 Draw
50 T Cross
90 X/Z Slant

Tight Triple
52 Draw
152 X Post
54 Inside Zone
50 Strong Flood
Sneak
56 Stretch
90 X/Z Slant

Split Spread
90 X/Z Stop
21 Draw
50 X/Z Out
28 Sweep
50 All Go
32 Draw

Split Pro
50 X/Z Out
22 Lead Draw
50 All Go
32 Draw
90 X/Z Slant
Sneak

Quads
90 Slants/Flats
52 Draw
50 Curl/Flats
54 Inside Zone
50 All Go

Shotgun Quads
H Shovel
50 A/X Cross
52 Draw
50 All Go

Trey
152 X Post
52 Draw
50 Strong Flood
54 Inside Zone
Hail Mary
90 X/Z Slant
22 Draw

Empty Open
50 Power Flood
Sneak
90 Flat/Slants
QB Draw
50 Y/A Option

Weak Pro
90 X/Z Stop
23 Trap
50 All Go
33 Lead
132 X Curl
28 Sweep

Triple R Motion
32 Draw
132 T Option
32 Zone Cutback
50 X/Z Out
Sneak
90 X/Z Slant

I Jokers
24 Power
122 Y/T Cross
22 Iso
90 Z Slant
Sneak
26 Stretch

I Wing
22 Iso
122 Z Flat
24 Inside Zone
122 T Corner
28 Toss

Offense continued

Split Twins
21 Draw
122 Z Out
32 Draw
H Screen Weak
27 Sweep
90 X/Z Slant
50 X/Z Post

Bunch
51 Draw
50 Z Under
58 Toss
50 A/Z Cross
54 Inside Zone
90 X Slant
52 Draw
90 All Slant
52 Zone Cutback
H Screen Weak

Double Left
51 Draw
50 A Under
51 Trap
50 H Check Down

Jokers Pro
22 Iso
122 Y/T Cross
26 Stretch
122 Z Post
28 Toss

Strong Wing
27 Sweep
127 T Flat
34 Lead
132 Strong Flood
Sneak

Defense

Goal Line
Combo Coverage
Cover 5 Open
3 Hang
GL Weak Box
GL Inside Flood
GL Arrow
GL Sting Cover 0
GL Tight Cover 0
GL Strong Box
GL Blast Cover 0
GL Cloud Strong

4-3
Cover 3
2 Hard
Sting 2 Hard
Weak Sky Cover 3
Cover 4
3 Under Steal
Strong Cover 3
4 Cloud Strong
Double Outside Fire 0
Weak Sting Cover 3
Strong Fire 1
Spear Fire Cover 0
Force Fire Swap 0
Blaze Cover 0
Sting Blaze 0
All Blitz 0

Nickel
2 Soft
4 Jam Strong
Strong Spear 2H
Nickel 3 Buzz
Weak Blast 1
Strong Blast 1 Auto
Weak Fire 0
Strong Blast 1
Sting Blast
Blaze 1 Robber
Weak Crash 1
Nickel All Blitz 0
Middle Man Out

Dime
4 Sky
1 Hammer
2 Dog H
Double Zip Cover 0
Greyhound Strong 2H

Prevent
Comba Coverage
Cover 5 Open
3 Hang
3 Robber Odd
Weak Box Cover 3 Odd
Fire Weak 2 Hard Odd
Weak Shoot 0 Odd
All Blitz 0 Odd
Strong Crash 1 Odd
Strong Blast 3 Odd
1 Dog the Dig Odd
1 Combo Odd

Travis Henry is your starting running back in the PS2 version of the game. Get him the ball early and often to establish your running game. He has the speed to get the ball to the corner and outside. Use the 27 sweep, 28 toss, and 58 toss. After you are outside the offensive linemen, cut it downfield. Make the first tackler miss to spring Henry for a big gain.

The Buffalo Bill playbook features the QB sneak from many of the formations. Make sure the linebacker isn't up on the line of scrimmage. If he is, you'll get stuffed before picking up the first down. Call the sneak when you only have a yard to pick up; sometimes you can pick up more than one yard, but the average is right at one.

Moulds is your big play receiver. Look for him early and often, but spread the ball around to your other receivers. If you don't, the defense starts double-teaming him. At best, they'll knock the passes down. At worst, they'll come up with the interceptions.

Calling 4-3→all blitz 0 is a big risk. Everyone is coming in on the blitz. Get to the quarterback in time to be rewarded with a sack. If you can't, you will get burned for a big pass play because there are no safeties playing deep to help.

BRONCOS

BY THE NUMBERS

Offense	88	Overall	90
Defense	86	2000 Season Record	11–5

DC Playbooks

Offense

Bunch
Under
Get Away
Motion Toss
Motion Flat
Flare
WR Screen
Toss

I Tight
Shift Isolation
FB Motion Counter
Shift PA Boot
Shift Draw
Toss
Power Toss
Shift Weak Lead
PA Post Corner
FB Shift Lead
Inside Lead

I Twins
Post
Motion Lead
Motion Post Corner
Motion Isolation
Motion PA Post
Motion Cutback
Motion Angle
Express Lead
PA Vertical
Dive

I
Lead
Isolation
PA Verticals
FB Give
Cutback
Lead Draw
Weak Toss
Motion Comeback
Outside Lead
Motion Lead

Ace
Motion Wheel
Motion Toss
Seam
Motion Quick Pitch
Hook
TE Wheel
Motion PA Roll
Motion Draw
Motion Roll Throwback
Comeback
Motion PA Roll Out
Zone
TE Out

Right Double Gun
Middle Cross
Motion In
Draw
Middle Screen
Flat
Verticals
QB Draw
Under

Split Gun
RB Post
Post Corner
Swing
Comeback
Bingo
Slant
RB Wheel
Outs

Split
Motion Out
Motion Get Away
QB Draw
Inside Out
Flare
Orange Slant
Motion Vertical
Motion Under

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bull Dog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

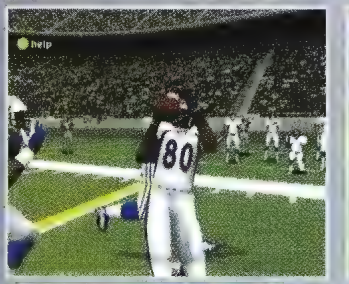
Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bull Dog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bull Dog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

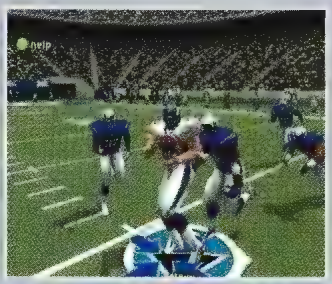
Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

The Broncos have a trio of running backs that can gain yardage: Terrell Davis, Mike Anderson, and Olandis Gary. Substitute them in for each other when they lose stamina. Pop Davis outside with the I→weak toss. And don't forget about the fullback. Use Howard Griffith inside on the I→FB give to pound the ball and run out the clock.



Rod Smith is one-half of the Broncos' great receiving corps. He pulled down 100 receptions for 1,602 yards and eight touchdowns last year. Use plays like ace→motion PA roll. The strong running game makes all play action passes effective. The other half of the corps is Ed McCaffrey. Throw the ball near him and he'll come down with it. Use split gun→bingo to pick up a lot of yards.



With the two great receivers and the stable of quality running backs, don't forget about the tight end. Slip him underneath the coverage of the defensive backs. Ace→hook is a great example of this.

Free agent signee Leon Lett is a force in the middle. Stuff any runs inside with a standard 4-3 cover defense. To get a good pass rush, switch to the 4-3 blitz package. Strong side linebacker Bill Romanowski brings the pressure.

PS2 Playbooks

Offense

Empty Open
90 X Slant
50 All Go
QB Draw
50 Z Cross
50 X/Z Go
Sneak
90 X/Z Slant

I Jokers
22 Iso
122 Z Out
24 Inside Zone
122 Y/T Cross
28 Toss
26 Stretch
122 Y Flat
23 Iso
90 Z Slant

Trips
Fake Toss Bootleg Go
50 Double Corner
27 Toss A Reverse
50 Z Option
152 X Dig
Hail Mary
50 Strong Flood
Sneak
50 A Choice
90 X/Z Slant
50 T Corner

Strong I Wing
22 Zone Cutback
123 Z Under
28 Toss
122 F Flat
26 Stretch

Empty Tight
50 All Go
90 X/Z Stop
QB Draw
50 X/Z Out
50 A/X Cross
Sneak
90 Z Fade

I Pro
122 All Go
28 Toss
122 X Dig
26 Stretch
122 All Curl
24 Inside Zone
90 X/Z Slant
22 Iso

Strong I Pro
122 T Option
22 Zone Cutback
50 X/Z Curl
28 Toss
122 X/Z Go
26 Stretch
90 X Quick Hitch
22 Lead Draw

Doubles
50 T Cross
56 Stretch
H Screen Weak
52 Zone Cutback
152 All Dog
52 Draw
50 A/X Cross
54 Inside Zone
90 X/Z Slant

Quads
90 All Slant
58 Toss
50 Z Under
52 Trap
152 Z Post
Hail Mary
152 All Curl
56 Stretch
50 Flat/Curl
50 All Go

Shotgun Trey
152 All Go
152 T Cross
QB Draw
H Screen Weak
50 A/X Go
50 X Out
50 A Under

Ace
58 Toss
52 Draw
90 X/Z Slant
54 Inside Zone
56 Stretch
50 X/Z Out
56 Guard Lead
50 T Cross

Pair Slot
50 T Cross
152 Bootleg Z Out
54 Inside Zone
90 All Slant
50 X/Z Go
50 Y Corner
52 Zone Cutback
90 X/Z Stop

I Trey
58 Toss
H Screen Weak
52 Draw
152 X Dig
52 Zone Cutback
50 T/A Option
90 All Slant
54 Inside Zone
50 Flats
50 T Cross

Motion Empty
90 X/Z Slant
50 Stop/Corner
Sneak
50 A/X Go
50 Z Under
QB Draw

Shotgun Queen
50 Curl/Flat
50 X/Z Out
58 Toss
90 All Stop
50 X Under
50 H Check Down
50 Z Under
50 All Go
50 T/A Option

Weak I Twins
124 T Corner
26 Stretch
124 X/Z Cross
22 Zone Cutback
50 Wheel/Out
24 Lead Draw
90 X/Z Stop
24 Inside Zone

Strong I Jokers
26 Stretch
122 Y/T Cross
28 Toss
122 Strong Flood
23 Zone Cutback
22 Iso
24 Inside Zone

Tight Triple
90 X/Z Slant
58 Quick Toss
152 X Post
58 Toss
152 Double Out
152 Strong Flood
56 Stretch
50 T Cross
90 All Slant

Motion Empty
50 T/Z Cross
50 T/A Option
QB Draw
50 X Curl
50 T Under
90 Slants/Flats
Sneak
50 All Go

Shotgun Empty Queen
50 X Comeback
QB Draw
50 All Curl
50 Double Cross

Strong I Twins
Sneak
122 X/Z Wheel
32 Zone Cutback
122 Strong Flood
32 Draw
50 X/Z Out
90 X/Z Slant

Offense continued

Weak I Jokers
123 T Counter
27 Toss
122 Z Wheel
24 Zone Cutback
123 F Flat
Sneak
123 Y/T Cross

Weak I Pro
H Screen Weak
27 Toss
123 Z Under
25 Stretch
123 Bootleg Z Go
Sneak
123 X Corner
23 Inside Zone
90 X/Z Slant

Triple
50 Y/T Option
56 Stretch
152 A Option
58 Toss
50 Z Under
50 Curl/Flat
54 Inside Zone
50 Strong Flood
52 Zone Cutback
90 All Slant
Hail Mary
90 X/Z Slant

Defense

Goal Line
GL Strong Zone
GL Cloud
GL Strong Crash
GL Middle Blast
GL Blaze Strong
GL Weak Zone
GL Weak Crash
GL Weak Indian

4-3
2 Hard
Key Zone
3 Weak
3 Robber
4 Cloud
2 Soft
1 Hang
Combo Inside Zone
Strong Blast 1
Blaze Twist Cover 0
Spear Cover 1
All Blitz 0
Force Fire 0
Indian Weak
Open Fire Crash 0
Strong Rocket 0
2 Man

Nickel
2 Hard
Key Zone
3 Weak
1 Hang
Blaze Twist Cover 0
Spear Cover 1
Indian Weak
Combo Strong Zone
Double Steal
Cover 5 Open
1 Robber
Open Fire 0
Strong Crash
Blaze Cover 0
Sting Blitz Cover 1
Strong Indian 1
3 Buzz
3 Dog T

Dime
2 Hard
Key Zone
3 Weak
2 Soft
Blaze Twist Cover 0
Indian Weak
Combo Strong Zone
3 Dog T
Cover 12
3 Strong
Greyhound Cover 0
Double Indian
Weak Fire 0
Weak Crash 1
Sting 2 Soft
Bronco Crash

Prevent
2 Hard
Key Zone
3 Weak
2 Soft
Blaze Twist Cover 0
Indian Weak
Combo Strong Zone
3 Dog T
Cover 12
3 Strong
Greyhound Cover 0
Double Indian
Weak Fire 0
Weak Crash 1
Sting 2 Soft
Bronco Crash

The Broncos have a strong running attack led by their good offensive line. Mix up your runs inside and outside and mix up your running backs. While Terrell Davis is a great runner, there are some good runners on the bench. The play 25 stretch is a great run to the outside. Quickly get to the corner.

Quarterback Brian Griese leads the Broncos. He has a good arm and has no problems getting the ball to the wide receivers. He can run the ball, too, so roll him out of the pocket. If no one is open, tuck the ball down and run.

Rod Smith and Ed McCaffrey lead the receiving corps and are Griese's favorite targets. Vary the plays you call to give the defense different looks. Bring the receivers in motion and move them to other sides. Get both receivers involved quickly in the game to open the ground game more.

With Leon Lett and Chester McGlockton clogging the middle, your linebackers are freed to rush the passer. From the 4-3 defense, select strong rocket 0 and pick Al Wilson as your player. He can come from the outside and get the QB as he drops back to pass.

BROWNS

BY THE NUMBERS

Offense	80	Overall	81
Defense	79	2000 Season Record	3–13

DC Playbooks

Offense

I Queens
Screen
Outside Lead
In
Isolation
Curl
Verticals
Under
Motion Blast
Switch
Slants

Twins I
Off Tackle
Motion Lead
PA Stop and Go
Lead
Crack Lead
Slant
Motion Toss

Doubles
Off Tackle
Motion Lead
PA Stop and Go
Lead
Crack Lead
Slant
Motion Toss

Trey
Get Away
Deep In
Cutback
Curl
Quick Stop
Slot Corner
PA Boot Get Away
Dive
PA Boot Corner
Inside
Streaks
Screen

Jumbo I
Motion Isolation
PA Switch
FB Lead
Motion PA Corner
Isolation
Toss
Slant
Power Lead

Double
Inside out
QB Draw
Motion Switch
G Lead
Post
Scissors
Reverse
Post Corner

Double Right Slot
Motion PA Under
Hot
Motion Zone
Hitch
Flare
WR Screen
Slant
Out

I
Motion Flat
Cutback
Curls
Counter Toss
Flare
Power Lead
Post
Off Tackle
PA In
Motion Lead
PA Verticals

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bull Dog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

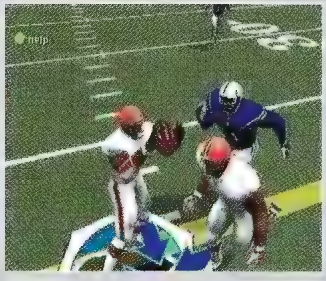
Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bull Dog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bull Dog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

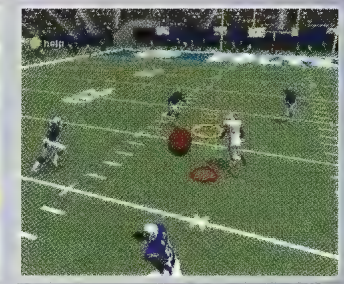
Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

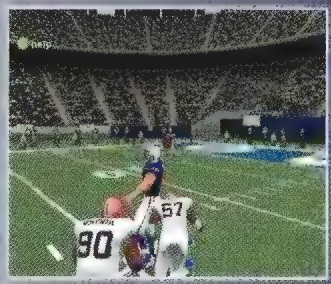
Running back Travis Prentice dances through any hole. Use your special moves (like hurdling) and spin moves to get through the line. I queens→isolation works well.



Wide receiver Kevin Johnson pulls down the pass over the middle on an I queens→in. Wait for him to make his cut before throwing the football. Another big receiver is Quincy Morgan. Look for him on the trey slot→corner play. Wait for Morgan to cut right before releasing the ball.



The Browns run a jumbo I package that features three tight ends. Call jumbo I→motion PA corner to hit one of them underneath the defensive backs.



Mix up the blitzes to get pressure on the quarterback. Both 4-3 blitz→monster fire and 4-3 blitz→atomic blitz work really well. Take a linebacker on the outside edge and get into the backfield. Strong safety Marquis Smith delivers some pretty bone-jarring hits. Time them right to make the receiver cough up the football before he comes down with it, just like in this screenshot.

PS2 Playbooks

Offense

I Unbalanced Wing
90 X Slant
26 Stretch
122 Z Out
28 Toss
122 Z Go
Sneak

Split Spread
50 X/Z Out
21 Draw
50 H Wheel
32 Draw
Hail Mary
90 All Stop
32 Trap
H Screen Weak

I Pro
122 X/Z Out
32 Trap
122 Strong Flood
32 Lead Draw
122 All Go
22 Iso
90 X/Z Slant
26 Power

Doubles
52 Draw
50 T/A Option
58 Toss
154 X Out
54 Inside Zone
Sneak
50 All Go
56 Guard Lead
90 X/Z Slant

Triple
52 Draw
50 T/Z Wheel
58 Toss
50 Strong Flood
54 Inside Zone
Hail Mary
56 Stretch
90 All Slant

Strong I Pro
24 Power
H Screen Weak
26 Stretch
50 F Check Down
24 Iso
50 All Go
28 Toss
90 X/Z Slant and Go

I Spread
122 A Cross
28 Toss
122 Z Dig
Sneak
50 All Go
90 All Slant

I Twins
Sneak
122 X/Z Wheel
24 Power
90 X/Z Stop
26 Counter
122 T Corner
22 Isa
50 T Cross

Shotgun Double
28 Toss
50 X Dig
52 Draw
H Screen Weak
52 Trap
50 All Go
90 Z Quick Screen

Tight Triple
58 Toss
152 X Post
56 Stretch
152 Z Option
52 Draw
54 Inside Zone
50 T/Y Cross
Sneak
90 X/Z Stop

Weak I Pro
25 Stretch
122 X Dig
23 Iso
50 X/Z Go
27 Toss
50 All Curl
26 Counter
90 X/Z Slant

Shotgun Spread
90 Z Quick Screen
21 Draw
50 A/Z Cross
32 Trap
50 X/Z Out
22 Trap
50 All Go

Weak I Twins
25 Counter
50 Z Cross
26 Stretch
50 F Wheel
22 Iso
122 X Curl
Sneak
90 X/Z Slant

Doubles H Motion
50 X/Z Go
32 Dive
132 T Seam
Sneak
50 T/Z Cross
32 Draw
90 H Quick Screen

Shotgun Trips
50 Strong Flood
QB Draw
50 A Under
51 Draw
50 X/Z Curl
Hail Mary

Ace
56 Counter
152 X/Z Out
54 Inside Zone
153 Bootleg Flat
52 Draw
Sneak
H Screen Weak
56 Guard Lead
90 Slants/Flats

I Jokers
1222 Z Curl
26 Guard Lead
122 T/Y Cross
Sneak
22 Iso
122 T Corner

Strong I Twins
122 X Out
Fake 25 Stretch Z Reverse
H Swing Screen
23 Iso
123 X/Z Go
27 Toss
50 Strong Flood

Quads
90 X/Z Slant
54 Inside Zone
50 Y/A Option
52 Zone Cutback
50 Z Under
52 Draw
50 All Go

Weak Wing
132 Y Corner
32 Dive
132 Y/T Cross
33 Lead
132 H Wheel
Sneak
28 Sweep

Offense continued

Ace Trips

- 152 Strong Flood
- Fake 56 Stretch Reverse
- 152 T Corner
- 58 Toss
- 90 Z Quick Screen
- 52 Zone Cutback
- 90 X/Z Slant

Pair Slot

- 90 X/Z Slant
- 58 Toss
- 152 Z Cross
- 56 Stretch
- 152 T Corner
- 54 Inside Zone
- 52 Zone Cutback

I Jokers Pair

- 122 T Corner
- 28 Toss
- 122 X Post
- 26 Stretch
- 28 Toss HB Pass
- 90 X Slant
- 22 Iso

Defense

Goal Line

- GL Strong Zone
- GL Weak Zone
- GL Browns Blitz
- GL Weak Fire
- GL Strong Crash
- GL Middle Blast
- GL Sting
- GL Indian Weak

4-3

- Strong Blast
- Weak Crash 1
- Force Fire 0
- Sting Blitz Cover 1
- Middle Blast 2 Soft
- Weak Fire 0
- All Blitz 0
- Backer Split 3 Weak
- 2 Hard
- 3 Sky
- 4 Cloud
- Key Zone
- 3 Buzz
- Combo Inside Zone
- Combo Strong Zone
- 3 Robber
- Cover 3 Buzz

Nickel

- Weak Crash 1
- 4 Cloud
- Combo Strong Zone
- 3 Robber
- Blaze Twist Cover 0
- Open Fire 0
- Tight Fire 0
- Middle Blast 2H
- Speak Cover 3
- Rocket Blitz 0
- Indian Weak Cover 1
- 2 Soft
- 2 Man
- Sting 3
- 2 Corners
- Combo Weak Zone

Dime

- Weak Crash 1
- All Blitz 0
- 3 Buzz
- Combo Strong Zone
- 2 Man
- Weak Sting 2 Hard
- 3 Dog T
- 1 Hang
- Strong Crash Cover 3
- Cover 12
- Weak Scissors 0
- Greyhound Cover 0
- Double Indian Cover 0
- Strong Rocket 0
- Middle Blaze 1
- Weak Flood 0

Prevent

- Weak Crash 1
- All Blitz 0
- 3 Buzz
- Combo Strong Zone
- 2 Man
- Weak Sting 2 Hard
- 3 Dog T
- 1 Hang
- Strong Crash Cover 3
- Cover 12
- Weak Scissors 0
- Greyhound Cover 0
- Double Indian Cover 0
- Strong Rocket 0
- Middle Blaze 1
- Weak Flood 0

James Jackson carries the load on the ground. Pound it out inside with a variety of runs like 25 stretch, 54 inside zone, or 52 zone cutback. Follow your blockers and explode through the hole.

The idea with any passing attack is to hit the receiver in stride. If he has to stop and turn around, as in this screenshot, you'll get creamed when you catch the ball. Spread the ball around to all of your receivers; lots of great plays do the trick. Use 90 X slant, 132 Y corner, or 50 Z under.

Rickey Dudley gives the offense a big target. Call a lot of crossing patterns with the tight end to make him split open a soft zone. Try the 50 T/A option.

Percy Ellsworth is your man on field goals and extra points. Kick in the turbo, then jump to block the kick. The ball is in play until you recover the ball and down it. Get the ball after the block or an offensive player will pick it up and run it in for the two-point conversion.

Buccaneers

BY THE NUMBERS

Offense	80	Overall	83
Defense	76	2000 Season Record	10–6

DC Playbooks

Offense

Double Tight
- Dig
- Toss
- PA Corner
- Zone Cutback
- PA Post
- PA In
- Zone
- Verticals
- Screen

I Twins
- Lead Draw
- PA Curl
- Lead Draw
- PA Corner
- Isolation
- Double Slant
- PA Streaks
- Zone Cutback
- PA Get Away
- Screen

I Tight
- Motion PA Flat
- Motion Toss
- Motion PA Corner
- Motion Power
- Motion PA Boot Out
- Power Toss
- Isolation
- PA Corner Rook
- Motion Zone

I
- Inside Zone
- Hitch
- Motion Center Toss
- PA Flat
- FB Give
- Power Lead
- PA Post
- Lead Draw
- PA Out
- Isolation Swindle
- PA Verticals
- Zone

Trey Gun
- Poacher
- Trap
- Hook
- TB Draw
- Curl
- Slot Hook
- Slant
- QB Draw
- Pirate Screen
- Post
- Sprint Comeback

Quad Gun
- Fade
- Draw
- Arc
- Brute Trap
- Sprint Corner
- Slants
- Mix Shovel Pass
- QB Draw
- Cross
- Curls
- Slide Verticals

Double Right Slot
- Motion Verticals
- Pewter Inside Zone
- Motion Slant
- Parrot Draw
- Motion Curl
- Motion X Under
- Cannon Trap
- PA Deep Streaks
- Toss

Split Gun
- Shovel Pass
- Trap
- PA Slot Get Away
- Eyepatch Draw
- Pewter Post
- Verticals

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bull Dog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bull Dog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bull Dog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

The Bucs feature a two-pronged running game. Make the speedy Warrick Dunn bounce outside with runs like I tight→ motion toss...

...while fullback Mike Alstott pounds the ball inside with plays like the I→FB give. Mix up these two running backs to keep the defense on their toes. It helps set up the passing game.

Quad gun→mix shovel pass is a great play. With all the receivers going deep, the defense can lose Dunn cutting across the middle in close. Break this play for some pretty good gains. But Keyshawn Johnson is the big playmaker for the Bucs. Get the ball to him and stretch out the defense. Double right slot→motion verticals get the job done. Quad gun→ spring corner is another great pass play; look for the open man.

Warren Sapp is a force to be reckoned with on the line. Here he takes on two blockers in pursuit of the QB. You won't have to blitz much unless the offense has figured out a way to keep the Bucs' impressive D-line at bay.

PS2 Playbooks

Offense

Ace
- 54 Inside Zone
- H Swing Strong
- 56 Stretch
- 152 V/T Cross
- 52 Zone Cutback
- 152 X/Z Out
- 50 Curl/Flat
- 90 X/Z Fade

I Twins
- 22 Zone Cutback
- 122 Z Cross
- 24 Power
- 122 Stop/Corner
- 22 Iso
- 122 X Dig/Z
- 26 Stretch
- 50 X/Z Post

I Pro
- 24 Power
- H Screen Weak
- 32 Dive
- 122 All Go
- 26 Stretch
- 122 X Dig
- 22 Iso
- 50 X/Z Curl

Double
- 56 Stretch
- 152 Z Cross
- 52 Zone Cutback
- 50 A Option
- 52 Draw
- 50 All Go
- 58 Toss
- 90 X/Z Slant

Shotgun Doubles Left
- 50 H Wheel
- 50 X Out
- 51 Draw
- 50 A Option
- 50 Z Cross
- 50 All Go
- H Screen Weak

Ace Trips
- 50 X/Z Streak
- 58 Toss
- 153 Bootleg
- 56 Stretch
- 90 X/Z Slant
- 54 Inside Zone
- 50 Orange Flood
- 56 Guard Lead

Weak I Twins
- 22 Zone Cutback
- 122 Z Dig
- 26 Stretch
- 122 Bootleg T Out
- 22 Lead Draw
- 122 T Corner
- 24 Inside Zone
- 90 X/Z Slant

Weak I Pro
- 22 Zone Cutback
- 50 X/Z Out
- 23 Iso
- 122 X/Z Go
- 23 Lead Draw
- 122 Z Cross
- 24 Inside Zone
- 90 X/Z Stop

Triple
- 56 Stretch
- 50 T Option
- 52 Zone Cutback
- 50 All Curl
- 54 Inside Zone
- H Swing Strong
- 58 Toss
- 152 X Go

Shotgun Triple Left
- 50 All Go
- 51 Draw
- 206 Z Corner
- 51 Trap
- 50 A Under
- 50 X Out
- Hail Mary
- H Screen Weak

Pair Slot
- 52 Zone Cutback
- 50 X/Z Post
- 56 Stretch
- 50 X out
- 54 Power
- 50 T Corner
- 54 Inside Zone
- 50 X Cross

Strong I Pro
- 26 Stretch
- 122 All Go
- 24 Power
- 122 T Option
- 22 Zone Cutback
- 50 X/Z Curl
- 24 Iso
- 90 X/Z Slant

Quad
- 50 Y/A Option
- 58 Toss
- 152 A/Z Cross
- 152 All Go
- 52 Zone Cutback
- 52 Draw
- 90 Slants/Flats

Shotgun Quad Right
- 50 Y/A Cross
- 52 Trap
- 50 Stop/Corner
- 52 Draw
- 50 All Go
- 50 X/Z Out
- Hail Mary
- H Screen Weak

I Jokers
- 34 Dive
- 206 Z Out
- 24 Inside Zone
- 90 Z Fade
- Sneak
- 24 Power
- 22 Iso

Strong I Spread
- 26 Stretch
- 50 X/Z Curl
- 22 Zone Cutback
- 50 X/Z Stretch
- 24 Power
- 50 A Cross
- 28 Toss
- 90 X/Z Stop

I Doubles Motion
- 50 T Cross
- 32 Zone Cutback
- 50 X/Z Go
- 32 Dive
- 90 X/Z Slant

Split Spread
- 32 Dive
- 50 X/Z Cross
- 21 Draw
- H Screen Weak
- 90 X/Z Slant
- 32 Draw
- 50 All Fly

Shotgun Split Spread
- 50 A/Z Cross
- 32 Draw
- 50 F Wheel
- 21 Draw
- 50 X Cross
- 50 All Fly

Weak I Jokers
- 23 Iso
- 123 Y Corner
- 26 Counter
- 123 F Flat
- 25 Stretch
- Sneak
- 22 Zone Cutback
- 90 Z Fade

I Jokers Pro
- 34 Dive
- 122 Y/T Cross
- 28 Toss
- 122 Y/T Seam
- 22 Iso
- 24 Power
- 122 Z Out
- 26 Stretch

Offense continued

Weak I Jokers Pair
- 22 Zone Cutback
- 23 Iso
- 122 F Flat
- 26 Counter
- 23 Power
- 123 Y/T Cross
- Sneak
- 90 X Slant

Shotgun Trips Right
- 50 Z Stop
- 52 Draw
- 50 A Cross
- QB Draw
- H Swing Strong
- 52 Trap
- 50 All Go

Tight Trips
- 52 Draw
- 50 Power Flood
- 52 Zone Cutback
- H Screen Weak
- 54 Power
- 50 X/Z Curl
- 56 Stretch
- 90 X/Z Slant

Shotgun Trey
- 50 Power Flood
- 51 Draw
- 50 Z Under
- 51 Trap
- 50 X Post
- 50 All Go
- Hail Mary

Empty Open
- 50 X/H Wheel
- 50 A Cross
- QB Draw
- 50 Tampa Flood
- 50 Y Out
- 50 H Cross

Defense

4-3
- Base
- 2 Hard
- Cover 3
- 3 Weak
- Key Zone
- Combo Inside Zone
- 3 Robber
- Combo Strong Zone
- 4 Cloud
- Strong Fire Cover 0
- All Blitz 0
- Weak Blast 1
- Strong Indian 1
- Weak Crash 1
- Strong Blast 1
- Force Fire 0
- Tight Fire 0

Nickel
- 2 Hard
- Key Zone
- Combo Inside Zone
- 3 Robber
- 4 Cloud
- Weak Blast 1
- Strong Indian 1
- Weak Crash 1
- Sting 2 Hard
- 2 Man
- 1 Dog the Dig
- 3 Buzz
- Sting Blitz Cover
- Blaze Cover 0
- Rocket Blitz 0
- Open Fire 0

Dime
- 2 Hard
- Combo Inside Zone
- 4 Cloud
- Strong Indian 1
- Weak Crash 1
- Tight Fire 0
- 2 Man
- 1 Dog the Dig
- 3 Buzz
- Middle Fire Zone Blitz
- Cover 12
- Greyhound Cover 0
- Weak Sting
- Strong Sting 1
- Weak Fire 0

Prevent
- 2 Hard
- Combo Inside Zone
- 4 Cloud
- Strong Indian 1
- Weak Crash 1
- Tight Fire 0
- 2 Man
- 1 Dog the Dig
- 3 Buzz
- Middle Fire Zone Blitz
- Cover 12
- Greyhound Cover 0
- Weak Sting
- Strong Sting 1
- Weak Fire 0

Goal Line
- GL Cloud
- GL Strong Zone
- GL Pirate Blitz
- GL Indian Strong
- GL Weak Crash
- GL Weak Zone
- GL Weak Blast
- GL Weak Flow

The Buccaneers have a two-pronged running game. Get outside with speedy running back Warrick Dunn. Use the 58 toss play that you can run out of the ace trips, doubles, triple, or quad formations. When you want to key off the second runner, Mike Alstott, keep the ball inside with plays like the 34 dive out of the I joker and I joker pair formations.

With new quarterback Rob Johnson, the Bucs spread the ball around the field to your receivers. Look for Reidel Anthony on the 50 all go, Keyshawn Johnson on the 50 Z cross, or Jacquez Green on the 50 A option. Spread the ball around to prevent the defense from keying in on any receiver in particular.

With the defense worried about your strong running game and your quality group of receivers, keep the tight end in mind. Dave Moore is wide open on this play, the 122 T bootleg out. After he gets the ball, turn it downfield and pick up the first down.

The defense is dominated by tackle Warren Sapp and newcomer defensive end Simeon Rice. But their aggressive play opens the possibility for the rest of the line to step up and make some plays. You won't have to do much blitzing with the Buccaneers front four. Concentrate on basic 4-3 defenses and stuff the run.

CARDINALS

BY THE NUMBERS

Offense	80	Overall	83
Defense	76	2000 Season Record	3–13

DC Playbooks

Offense

Weak I Doubles
- Quick Slants
- Weak Lead
- PA Verticals
- FB Give
- Flare
- Weak Lead Blast
- WR Under Screen
- Toss

Jumbo I
- Isolation
- Corner
- Motion Dive
- Motion Fade
- Motion Pitch
- Motion Isolation
- Motion PA Flat
- Lead

Ace
- PA Boot Vertical
- Motion Cutback
- Flat
- Delay Off Tackle
- Screen
- Streaks
- Cutback
- WR Screen
- Off Tackle
- Slant
- Verticals

Split
- Out
- Motion Lead
- Motion Under Cross
- Draw
- Motion Post
- Off Tackle
- Slants
- Drive
- Post

Split Gun
- Motion Scissors
- Motion Cross
- Motion Draw
- Red Deep Outs
- Get Away
- Deep Cross
- RB Cross
- Motion Under

Weak I
- Counter
- Motion PA Flood
- WR Motion Lead
- Swing
- Dive
- Strong Toss
- FB Decoy Screen
- Power Sweep
- Pressure Outs
- Motion Toss
- Verticals

Trey
- Double Out
- Motion Out
- Motion Delay
- HB Motion Fade
- Streaks Sky
- Vertical
- HB Motion Vertical
- Motion Desert Draw
- Scatter Screen
- Devil Post

Split Queens
- PA Boot Corner
- Overload Motion Lead
- Motion Vertical
- FB Trap
- Deep Outs
- Motion Post
- Motion Trap
- Underneath
- Power Lead
- Slot Post

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

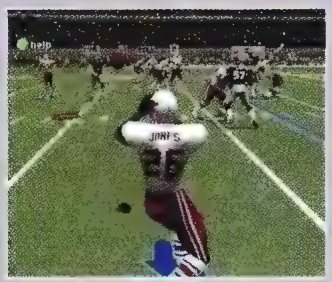
Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bull Dog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Goal
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bull Dog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bull Dog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

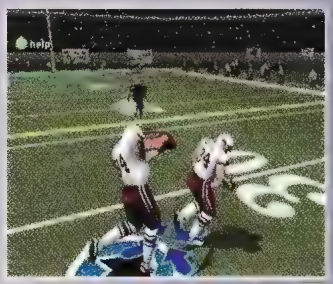
Dime Goal
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone



If you have trouble establishing the running game, use plays like ace→screen to get the ball to your running backs in the flats. It's a pass play, but it's like a toss play; you must get the running back outside and around the corner to pick up the yardage.

You've got a good group of receivers. Get the ball to Frank Sanders. Weak I doubles→quick slants is a good play; wait for him to get to the center of the field before delivering the ball to him.



Look for Rob Moore on split queens→motion post to get him the ball downfield. Look for tight end Jay Tant on weak I→motion PA flood.

Use the blitz packages (4-3 blitz and nickel blitz) to put pressure on the QB. You might not always get a sack, but you'll help your secondary by making the quarterback throw the ball sooner than he wants to. Kwamie Lassiter helps out the cornerbacks a lot in pass coverage, especially by delivering big hits. On passing downs, use one of the nickel packages to have enough defensive backs to cover the receivers.

PS2 Playbooks

Offense

Ace
56 Counter
50 All Go
54 Inside Zone
50 Corner Outs
52 Zone Cutback
90 Slants/Flats
52 Draw
153 Bootleg Y Cross

I Jokers
122 Bootleg Z Cross
26 Stretch
122 Y Corner
26 Counter
90 Z Fade
24 Inside Zone
Sneak
22 Iso

I Pro
24 Inside Zone
122 All Curl
22 Iso
122 X Dig
24 Power
H Screen Weak
22 Lead Draw
50 All Go

Doubles
90 Stop and Go
52 Zone Cutback
90 X/Z Stop
Fake Zone Reverse
50 All Streaks
54 Inside Zone
50 A/T Option
52 Draw

Shotgun Doubles Left
50 X/Z Go
58 Sweep
H Screen Weak
51 Draw
Cardinals Under
QB Draw
122 Bootleg Z Cross

Ace Trips
90 X Quick Hitch
54 Inside Zone
50 X/Z Go
56 Counter
H Screen Strong
56 Stretch
50 Z Out
52 Zone Comeback

Strong I Jokers
26 Stretch
122 F Flat
Sneak
122 Z Post
24 Power
22 Iso
90 Z Slant
28 Toss

Strong I Pro
22 Zone Cutback
122 X Corner
26 Stretch
122 All Go
28 Toss
50 X/Z Out
24 Iso
90 X/Z Stop

Doubles Left
50 Maroon Cross
51 Trap
H Screen Weak
51 Draw
50 Z Go
Sneak
50 A Out

Shotgun Split Spread
208 X Comeback
QB Draw
F Screen Strong
28 Sweep
50 A Dig
50 X Under
50 Z Corner
50 X/Z Out

Pair Slot
152 Z Under
52 Draw
152 Z Post
52 Zone Cutback
50 X/Z Streak
54 Inside Zone
50 Y/T Wheel
Sneak

I Jokers Pair
26 Stretch
122 Bootleg Y Cross
QB Bootleg Run
122 T Corner
28 Toss
32 Dive
90 Slant
22 Iso

Weak I Pro
Red X Dig
27 Toss
50 X/Z Go
22 Zone Comeback
90 X/Z Slant
25 Stretch
Sneak
24 Inside Zone

Trey
52 Zone Cutback
50 X Dig
56 Stretch
152 All Go
54 Inside Zone
90 X/Z Stop
H Screen Weak
Hail Mary

Shotgun Trey Left
50 Y Corner
H Screen Weak
51 Draw
50 X Dig
50 Strong Flood
QB Draw
Hail Mary

Pair Slot Left
50 H Flat
51 Trap 90 X/Z Stop
51 Draw
50 Z Flood
50 Y/T Wheel
50 X/Z Curl

Strong I Jokers Pair
22 Iso
90 X Fade
24 Power
122 Strong Flood
24 Inside Zone
122 F Wheel
28 Toss

Split Pro
28 Sweep
90 X/Z Slant
21 Draw
50 H/F Swing
34 Dive
50 X/Z Cross
54 Inside Zone
32 Dive
50 All Go

Triple
152 All Go
56 Stretch
50 A/X Wheel
54 Inside Zone
50 T Cross
52 Draw
90 All Stop

Shotgun Split Z Go
50 Z Cross
21 Draw
50 F Wheel
32 Draw
50 X Post
H Screen Weak
50 A Corner

I Spread
122 X/Z Out
22 Lead Draw
Red X Dig
26 Stretch
122 All Go
28 Toss
90 X/Z Stop
22 Iso

Weak I Jokers Pair
22 Zone Cutback
122 T Seam
25 Stretch
122 Bootleg X Flat
23 Iso
27 Toss
Sneak

I Twins
122 Bootleg Z Flat
26 Stretch
H Screen Weak
22 Lead Draw
50 Stop/Corner
22 Zone Cutback
90 X/Z Stop
22 Iso

Quads
152 All Go
52 Draw
90 X/Z Slant
58 Sweep
50 Y/A Option
H Screen Weak
54 Inside Zone
50 Corner Outs

Shotgun Quads Left
50 Y/A Cross
51 Trap
50 Z Under
QB Draw
Bootleg Z Go
50 All Streaks
50 All Curl

Strong I Spread
24 Lead Draw
24 Inside Zone
50 X Post
22 Zone Cutback
122 All Go
26 Stretch
122 All Curl
22 Lead Draw
90 X/Z Slant

Offense continued

Split Spread
50 A Sit
32 Trap
50 X Out
Sneak
50 A Cross
21 Lead Draw
50 All Go

Bunch Left
50 H Wheel
51 Trap
90 X/Z Slant
51 Draw
50 X Post
90 X Slant
Sneak
50 X/Z Cross

Weak I Twins
122 Z Out and Up
28 Toss
122 X Go
24 Power
122 Z Out
22 Zone Cutback
122 All Curl
24 Iso

Strong I Twins
122 X/Z Post
22 Power
122 Z Cross
26 Counter
90 X/Z Slant
27 Toss

Empty Open
50 T Cross
Sneak
50 All Go
QB Draw
90 All Slant
50 H/Y Cross
50 T Flood

Defense

Goal Line
GL Strong Zone
GL Cloud
GL Indian Strong
GL Weak Zone
GL Strong Blast 0
GL Middle Blast
GL Weak Blast
GL Weak Crash 0

4-3
Cover 3
2 Hard
Key Zone
4 Cloud
1 Hang
3 Robber
Sting 2 Hard
Strong Blast 3
Hard Cover 0
Strong Blast 0
All Blitz 0
Weak Crash 1
Middle Blast 1
Sting Blitz Cover 1
Spear Cover 1
Indian Cover 0

Nickel
4 Cloud
1 Hang
3 Robber
Sting 2 Hard
All Blitz 0
Weak Crash 1
2 Soft
Spear 3 Buzz
Combo Inside Zone
2 Man
Strong Blast 1
Force Fire 0
Strong Indian 1
Blaze Twist Cover 0
Indian Cover Weak 1
Weak Blast 1

Dime
2 Hard
All Blitz 0
Weak Crash 1
Middle Blast 1
Spear Cover 1
2 Man
Indian Cover Weak 1
4 Sky
3 Weak
Weak Crash 3
Strong Sting 2H
1 Dog the Dig
Cover 12
Weak Fire 0
Greyhound Cover 0
Weak Sting 1

Prevent
2 Hard
All Blitz 0
Weak Crash 1
Middle Blast 1
Spear Cover 1
2 Man
Indian Cover Weak 1
4 Sky
3 Weak
Weak Crash 3
Strong Sting 2H
1 Dog the Dig
Cover 12
Weak Fire 0
Greyhound Cover 0
Weak Sting 1

To get the ground game established, get Michael Pittman outside on plays like 26 stretch. Also use the fake zone reverse. You must have a ground game to be successful in the NFL.

The Cardinals have a good group of receivers. Look to spread the ball around to Rob Moore and Frank Sanders. Use 90 X/Z stop, 50 X/Z go, or 122 bootleg Z cross.

Getting the tight end involved is also important. Have Jake Plummer get the ball to the tight end to pick up valuable yards. Use the 122 T corner.

You must blitz the quarterback to apply pressure. Use the 4-3 defense for starters, throw in the pinch wrinkle, then call the strong blast 0. This will get you good penetration at the line of scrimmage and get you into the backfield.

CHARGERS

BY THE NUMBERS

Offense	80	Overall	83
Defense	76	2000 Season Record	1–15

DC Playbooks

Offense

Double Tight Right
- Motion Cutback
- Isolation
- PA Screen
- Counter Toss
- FB Give
- Trap
- Off Tackle

Trip Guns
- Motion Post
- Deep Curl
- Draw
- Flood Leak Out
- Scissors
- Stop and Go
- Slants
- Screen
- Middle Screen
- Delayed Out

Double Gun
- Comeback
- Motion Flat
- Motion Draw
- Motion Scissors
- Curl Out
- Stretch
- Motion Vertical
- Slants

Empty Gun
- Motion Cross
- Hitch
- QB Draw
- Dig
- Under Cross
- Thunder Strike
- Cross Under
- Motion Verticals
- Outs

Chargers I
- Get Away
- Counter
- Comeback
- Zone
- Check Down
- Motion Center Toss
- Out
- Lead
- Shocker
- FB Give
- Vertical
- Counter Trap
- Lightning Rod
- Lead Draw
- High Voltage

Chargers Right
- Verticals
- Zone
- Atom Smasher
- Dive
- Flare
- Stop and Go Fly
- Toss
- Storm

Trey
- HB Hitch
- Cutback
- Curls
- Zone
- Comeback
- Bolt
- Slip Screen
- Toss
- Post
- PA Post
- PA High Wire
- PA Boot Strong

Twins I
- PA Slants
- Quick Out
- Isolation
- Cross
- Corner
- PA Slant
- Off Tackle
- Under

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bull Dog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bull Dog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bull Dog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

The Chargers went for offense in the 2001 draft, and first-round pick LaDainian Tomlinson is a big key in their 2001 plans. Get this running back outside and turn on his speed with the double tight right→counter toss. Pound the ball inside with double tight right→motion cutback.

Wide receiver Jeff Graham is a solid performer with over 900 receiving yards in 2000. Get him the ball on plays like trips gun→deep curl where he can tack on extra yardage after the catch. Curtis Conway is another big-play receiver in the Chargers offense. Try Chargers I→out to get him the ball near the sideline. This play works well when you are trying to get the receiver out of bounds to stop the clock.

Look for your tight ends, too. Freddie Jones slips underneath the safeties and catches the ball in the open on plays like trey→curls.

Veteran Pro Bowler Junior Seau is a big key to the Chargers defense. Select him on blitz packages and get him into the backfield to make the stop.

PS2 Playbooks

Offense

I Pro
26 Stretch
122 Bootleg X Corner
22 Lead Draw
50 Z Post
24 Counter
90 X/Z Slant
22 Iso
122 X Out

Tight Triple
152 X/Z Go
52 Zone Cutback
Counter Bootleg
56 Counter
50 Strong Flood
58 Toss
50 Curls
54 Inside Zone
H Screen Weak

I Twins
26 Guard Lead
122 Bootleg T Seam
22 Lead Draw
122 Z Curl
26 Counter
24 Iso
90 X/Z Slant

Double
56 Counter
50 X/Z Out
52 Zone Cutback
50 A Cross
52 Draw
50 All Go
58 Toss
90 All Slant

Shotgun Split Spread
50 Z/X Out
32 Draw
50 A Option
QB Draw
50 H/F Flat
21 Draw
50 All Streaks

Strong I Pro
22 Zone Cutback
206 Z Out
22 Iso
122 Power Flood
24 Power
26 Stretch
H Screen Weak
Sneak
90 X/Z Stop

Ace Trips
52 Draw
153 Bootleg Z Out
56 Counter
T Middle Screen
52 Zone Cutback
50 Z/Z Post
56 Stretch
90 Z/X Slant

Weak I Twins
28 Toss
50 F Wheel
24 Iso
50 X/Z Post
25 Stretch
122 X Go
26 Counter
90 X/Z Stop

Double Right
52 Draw
90 Z/X Slant
Fake Draw QB Sweep
50 Z Under
Sneak
50 Power Flood
50 Curls

Shotgun Triple Left
50 Strong Flood
QB Lead Draw
50 Curls
51 Draw
50 Z Out
50 A Cross

Ace
56 Stretch
52 Draw
152 Bootleg
52 Zone Cutback
54 Inside Zone
152 All Go
50 X/Z Out
90 X/Z Slant

I Jokers
26 Counter
22 Iso
122 Bootleg T Cross
24 Power
22 Zone Cutback
122 Z Out
90 Z Stop

I Spread
122 A Cross
26 Stretch
122 Power Flood
28 Toss
122 Bootleg X Corner
22 Iso
90 X Hitch Screen
22 Zone Cutback
90 X/Z Slant
22 Lead Draw
H Screen Weak
122 X Out

Shotgun Quads Left
50 X Comeback
QB Sweep
50 Y/A Choice
51 Draw
50 H Swing
QB Lead Draw
90 X/Z Stop

Split Spread
50 All Streaks
21 Draw
50 All Curl
32 Draw
50 X Go
90 All Stop
QB Draw

Weak I Jokers
123 F Flat
23 Iso
123 T Corner
27 Toss
122 Bootleg Z Cross
Sneak
26 Counter

Triple
T Middle Screen
58 Toss
50 T Corner
54 Inside Zone
152 Bootleg X Out
50 X/Z Streaks
50 A Under
56 Stretch
90 Z/X Slant
Hail Mary
56 Guard Lead

Strong I Spread
24 Inside Zone
122 Z Post
22 Zone Cutback
50 Z Comeback
28 Toss
122 X Under
22 Lead Draw
90 X/Z Stop

Empty
90 All Slant
50 Z Drag
QB Sweep
50 Curl/Flat
50 X/Z Go
Sneak
QB Draw

Strong I Jokers
24 Iso
122 Thunder Flood
26 Stretch
122 T/Y Cross
28 Toss
24 Power
90 X Slant

Pair Slot
50 T/Y Out
56 Counter
152 X/Z Wheel
52 Zone Cutback
H Screen Weak
54 Inside Zone
90 Z/X Slant
58 Toss

Offense continued

Weak I Spread
- H Screen Weak
- 28 Toss
- 122 Z Post
- 22 Zone Cutback
- 50 X Out
- 26 Stretch
- 24 Inside Zone
- 90 Slants

Weak I Pro
- 28 Toss
- 123 Bootleg Z Go
- 26 Counter Reverse
- 122 X Dig
- 23 Iso
- 122 T Cross
- 26 Counter
- 90 X/Z Slant

Strong I Pair
- 24 Inside Zone
- 122 Lightning Flood
- 22 Zone Cutback
- 122 Y Under
- 26 Counter
- Sneak
- 90 X Slant

Quads
- 50 Y/A Cross
- 52 Zone Cutback
- 50 All Go
- 52 Draw
- H Screen Weak
- 56 Stretch
- 90 All Slant

Defense

Goal Line
- GL Strong Cloud
- GL Chargers Blitz
- GL Indian Strong
- GL Strong Blast
- GL Weak Zone
- GL Weak Crash
- GL Middle Blast
- GL Weak Blast

4-3
- 3 Strong
- Key Zone
- 3 Weak
- 1 Robber
- 4 Cloud
- Combo Inside Zone
- 1 Hang
- 2 Hard
- Weak Blast 1
- Spear Cover 1
- Indian 0
- All Blitz 0
- Force Fire 0
- Strong Fire Cover 0
- Weak Crash 1
- Strong Blast 1

Nickel
- 3 Strong
- Key Zone
- 3 Weak
- 1 Robber
- 4 Cloud
- Combo Inside Zone
- 1 Hang
- 2 Hard
- Weak Blast 1
- Spear Cover 1
- Indian 0
- All Blitz 0
- Force Fire 0
- Strong Fire Cover 0
- Weak Crash 1
- Strong Blast 1
- Spear 3 Buzz
- Weak Crash Cover 3
- 3 Robber
- Blaze Twist Cover 0
- Strong Sting 1
- Strong Rocket 0

Dime
- Combo Inside Zone
- 1 Hang
- 2 Hard
- All Blitz 0
- Weak Crash 1
- 2 Man
- Strong Indian 1
- Middle 2 Soft
- Double Steal
- Cover 12
- Cover 8
- Greyhound Cover 0
- Double Indian
- Middle Blast 1
- Weak Sting 1
- Weak Fire 0

Prevent
- Combo Inside Zone
- 1 Hang
- 2 Hard
- All Blitz 0
- Weak Crash 1
- 2 Man
- Strong Indian 1
- Middle 2 Soft
- Double Steal
- Cover 12
- Cover 8
- Greyhound Cover 0
- Double Indian
- Middle Blast 1
- Weak Sting 1
- Weak Fire 0

The running game rides on the shoulders of rookie LaDainian Tomlinson. Use all of the running plays in the Chargers playbook: 26 stretch, 58 toss, and 52 draw are good plays to get Tomlinson yards.

The Chargers have a new quarterback in 2001, veteran Doug Flutie. Have him spread around the ball. You've got Curtis Conway, Jeff Graham, and Tim Dwight available on a number of good passing plays like 50 Z/X out, 90 all slant, and 50 a cross.

Use the running backs when the rest of the receivers are covered downfield. H screen weak, 50 F wheel, and 50 H/F flat are plays designed to get the ball to the running backs.

Junior Seau is the anchor on the defense. Select him as your player on defense and read the offense's play. If it is a pass, step up and rush the passer. If it's a run play, flow to the ball.

CHIEFS

BY THE NUMBERS

Offense	80	Overall	82
Defense	78	2000 Season Record	7–9

DC Playbooks

Offense

Strong I Twins
- Red PA Post
- Pitch
- In
- Counter Toss
- Comeback
- PA Post Corner
- Reverse
- PA Option

Weak I
- Shift Cutback
- Shift Counter
- Shift Flood
- Lead
- FB Give
- Weak Dive
- Toss
- PA Post
- Shift Lead Draw
- Shift Lead
- Cutback

Trey
- Flats
- Swing
- Cutback
- Curl
- Comeback
- Motion Post
- PA Wheel
- Motion Zone
- PA Comeback
- Option
- Motion Verticals

Ace
- PA Post Arrow
- Motion Seam
- Motion Cutback
- Motion PA Curl
- Motion Curl
- PA Dig
- Inside Zone
- PA Comeback
- Outside Zone
- Screen
- Motion Counter Trey
- PA Seam

Chiefs Right
- Motion Option
- Flare
- Draw
- Motion Comeback
- Stretch
- Motion Flat
- Verticals
- Motion Zone
- Motion Screen

Weak I Doubles
- Inside Lead
- Screen
- KC Blast
- PA Roll Out
- Cutback
- Outside Lead
- Comeback
- Counter

Strong I
- Motion PA Comeback
- FB Give
- Motion Flood
- FB Dive
- Motion Flat
- Motion PA Post
- Cross
- Slant and Go
- Counter
- Flood
- Motion Corners
- Shift Lead

I Tight
- Motion Isolation
- PA Flood
- FB Off Tackle
- Roll Flat
- Power Dive
- Motion Outside
- PA Corner
- Motion Outside Lead
- PA Post
- Motion Toss

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Stash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Tight end Tony Gonzalez led the team in receptions in 2000, so give him the ball. A good play for Gonzalez is Chiefs right→stretch. Wait until he's past the linebackers to get him the ball.

Running back Priest Holmes is an effective runner up the middle. Pound the ball up the gut with plays like weak I→shift cutback. Even out the running load by getting the ball to fullback Tony Richardson, as well. Weak I→FB give helps you slam the ball into the defensive line in short yardage situations.

Sylvester Morris snatched 48 passes as a rookie last season. Pass him the ball often so he has a better year in 2001. Use trey→comeback as an effective play. Time it so the ball arrives on target as he's turning around. Derrick Alexander led the AFC in yards-per-catch average in 2000. Use strong I→motion PA post after the running game has been established.

Get defensive end Eric Hicks involved in the game. He tallied 13 sacks in 2000 and can help provide you with an effective pass rush. The first step to success for the Chiefs is shutting down their opponent's running game. Call a lot of standard 4-3 defenses and let defensive tackle Steve Martin plug up the middle.

PS2 Playbooks

Offense

Doubles
50 X/Z Out
58 Toss
50 T Option
56 Stretch
50 All Go
50 Z Under
56 Guard Lead
90 Slants/Flats
54 Inside Zone
H Screen Weak
52 Trap
Z Middle Screen
52 Draw

I Pro
28 Toss
Fake Toss X Post
26 Stretch
122 Z Go
22 Lead Draw
24 Iso
122 T Option
26 Counter
90 X/Z Slant

Triple
90 Slants/Flats
56 Stretch
H Screen Weak
52 Trap
152 T Cross
152 Strong Flood
56 Toss
50 All Go
54 Inside Zone

Strong I Pro
22 Zone Cutback
122 T Option
26 Guard Lead
122 Strong Flood
22 Lead Draw
122 T Corner
28 Toss
122 All Go
90 X/Z Slant

Quads
90 Slant
50 A Cross
52 Draw
50 All Streaks
50 Y/A Option
H Screen Weak
58 Toss
52 Zone Cutback

I Jokers
28 Toss
122 Z Out
22 Lead Draw
122 Y/T Cross
24 Counter
90 Z Fade
26 Stretch

I Spread
26 Toss
122 Z Dig
28 Counter
122 T Choice
22 Lead Draw
122 Stop/Corner
22 Iso
90 Slant

Ace
58 Toss
152 T Cross
52 Draw
50 X/Z Go
52 Zone Cutback
152 T Corner
54 Inside Zone
90 Slants/Flats

Bunch
50 A/Z Cross
52 Zone Cutback
50 Strong Flood
58 Toss
90 X Slant
50 Y Corner
52 Trap
50 Z Cross

Bunch Left
51 Trap
50 Strong Flood
Fake 51 Trap Reverse
90 X Stop
51 Draw
50 Z Cross
50 All Go
H Screen Weak
50 Y Cross
90 X Slant
90 X/Z Slant
50 X Go

I Jokers Pair
24 Counter
122 Y Cross
22 Iso
122 T Corner
28 Toss
Sneak
90 Z Slant
26 Guard Lead

Strong I Spread
28 Toss
90 X/Z Slant
26 Guard Lead
122 X/Z Go
26 Stretch
H Screen Weak
24 Iso
122 T Out

Pair Slot Left
50 Strong Flood
51 Draw
50 X Under
51 Trap
50 T Corner
90 X/Z Slant

Empty Tight
90 Quick Z Screen
Z Reverse
50 Strong Flood
QB Draw
50 T Cross
Sneak
90 Slants/Flats

Empty
50 X Dig
QB Draw
50 A Under
Sneak
50 T Cross
50 All Streaks
90 Slants/Flats

Strong I Jokers
28 Toss
122 Strong Flood
26 Counter
122 Y/T Cross
24 Power
Sneak
90 Z Slant
22 Iso

Empty Base
50 X/Z Post
50 T Deep
QB Draw
50 T Corner
50 X Under
Sneak
90 X/Z Slant

Trey
52 Draw
50 H Swing
54 Inside Zone
50 Z Under
58 Toss
152 X Dig
Hail Mary
90 X/Z Slant

Weak I Pro
26 Counter
90 X/Z Slant
23 Iso
H Screen Weak
25 Stretch
122 X Post
26 Guard Lead
122 Z Dig

Trey Left
50 Y Seam
51 Trap
50 X/H Wheel
50 Y Under
50 H Check Down
Sneak
90 X/Z Stop

Weak I Jokers
31 Trap
123 T Option
21 Iso
123 Z Post
27 Toss
25 Stretch
22 Iso

Split Spread
50 A/Z Cross
32 Trap
50 T Seam
34 Dive
50 X/Z Out
90 X/Z Slant
28 Sweep
90 All Stop
21 Trap
50 All Streaks
21 Draw
50 Z Under
21 Lead Draw
50 H Wheel

Offense continued

Quads Right
52 Draw
50 Strong Flood
H Shovel
58 Quick Toss
50 Y Out
50 Stop/Corner
90 All Slant
52 Trap
90 Slants/Flats

Triple Left
50 X/H Wheel
Sneak
50 X Cross
51 Draw
H Screen Weak
50 T Corner
51 Trap
90 X/Z Slant

Tight Triple
52 Zone Cutback
152 X Post
56 Stretch
50 Z Out
58 Toss
H Screen Weak
54 Inside Zone
90 X/Z Slant

I Twins
26 Stretch
22 Iso
122 T Corner
26 Counter
26 Guard Lead
122 X/Z Wheel
H Screen Weak
90 X/Z Slant

Defense

Goal Line
GL Cloud
GL Strong Zone
GL Strong Blast 0
GL Indian Strong
GL Weak Zone
GL Weak Crash 0
GL Spear 0
GL Middle Blast

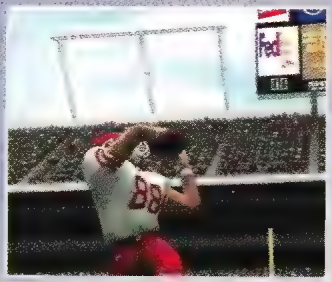
4-3
4 Cloud
2 Soft
2 Man
3 Weak
3 Strong Cloud
Combo Inside Zone
Combo Strong Zone
Weak Blaze 2H
Strong Blast 1
Strong Rocket 0
Spear Cover 1
All Blitz 0
Double Indian
Weak Crash 1
Middle Blaze 1
Open Fire 0

Nickel
4 Cloud
2 Soft
2 Man
3 Strong Cloud
Combo Inside Zone
Combo Strong Zone
Strong Rocket 0
Weak Sting 2 Hard
Double Steal
Weak Blast 5
Strong Sting 1
Middle Fire Blitz
Strong Fire Blitz
Blaze Twist Cover 0
Strong Crash Cover 1
Indian Weak

Blitz
4 Cloud
2 Man
Combo Inside Zone
Strong Rocket 0
All Blitz 0
Double Indian
Weak Crash 1
Open Fire 0
Strong Sting 1
2 Hard
1 Robber
Combo Weak Zone
Cover 12
Cover 8
Greyhound Cover 0
Strong Fire Cover 0

Prevent
4 Cloud
2 Man
Combo Inside Zone
Strong Rocket 0
All Blitz 0
Double Indian
Weak Crash 1
Open Fire 0
Strong Sting 1
2 Hard
1 Robber
Combo Weak Zone
Cover 12
Cover 8
Greyhound Cover 0
Strong Fire Cover 0

Priest Holmes is the lead back for your running attack. Pound the ball inside with plays like 51 trap, 23 iso, and 26 counter. When the defense is keying on Holmes, throw the play action pass at them with plays like 122 T option and 152 T cross and give the ball to your fullback on plays like 32 trap.



Tony Gonzalez, the team's leading receiver in 2000, returns for 2001. He's featured on 50 t option, 122 t corner, and 122 Y/T cross. Passes to the tight end work great after you stretch the defense with deep passes.

Derrick Alexander is your big-play receiver; he led the AFC in yards per catch average in 2000. Get him the ball in stride to have him pick up yards in bunches. Your other primary receiver is second-year man Sylvester Morris. He grabbed 48 passes in 2000; get him the ball to make 2001 better. Spread around the ball to your receivers with 50 Y/A option, 152 strong flood, 90 slants/flats, and 90 X/Z slant.

Defensive pressure comes from Eric Hicks, who in 2000 came up with 13 sacks. Use the different line stunts to help free Hicks and get him to the quarterback. With this pass rush specialist, you won't have to call many blitzes.

COLTS

BY THE NUMBERS

Offense	86	Overall	94
Defense	77	2000 Season Record	10–6

DC Playbooks

Offense

Trey
- Corner
- Draw
- Comeback
- Toss
- Indy 100
- Wheel
- Stretch
- Dive
- Under
- PA Corner
- Cutback
- Y Corner

Double Right Slot
- Horseshoe Out
- Inside Zone
- Hook
- G Lead
- Flat
- Blue Flare
- Motion Toss
- Fade
- Cutback
- Colts Angle
- Zone
- Streak

R Double Gun Slot
- Hook
- Look Out
- Draw
- Angle
- Pony Stop
- Z Hook
- Go
- Double Slant
- Indy Out

I
- Off Tackle
- PA Post
- Lead
- Flare
- Isolation
- Slant
- Trap
- Post
- Zone

Doubles Split
- Toss
- PA Vertical
- Trap
- PA Boot Out
- Zone
- Inside Zone
- PA Post

Ace
- X In
- G Lead
- PA Comeback
- Counter
- Swing
- Strong Zone
- Crossing In
- Draw
- PA Vertical
- Motion Cutback
- PA In
- Inside Zone
- Blue Slant

Split Gun
- Motion Under
- Motion Post
- Strong Draw
- Motion Flood
- Post
- Wheel
- Slant
- Motion Vertical
- Out

Trips
- Indy Slant
- PA Curl
- Zone
- Colts Out
- Angle
- Wheel
- Dive
- Under

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

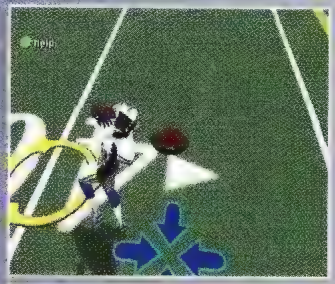
Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Edgerrin James had a great sophomore season in the NFL, with a 4.4-yards-per-carry average. He became the fifth NFL player to lead the league in rushing in his first two seasons. Feature this powerful back. Use doubles tight→zone when you want to run to the left of the line.



Marvin Harrison led the team with 102 catches, 14 for touchdowns. Use double right slot→horseshoe out to get the ball in his hands. Wait for him to cut to the outside. When the defense doubles up on Harrison and James, swing out the ball to your fullback, James Finn. Use split gun→wheel. Fake the ball downfield, then deliver the ball in short to the back along the sideline.

With such a powerful running game, the play action pass is more effective. When the defense sees the handoff going to James, they pull in to stop the run, and that leaves the receivers open. Here, rookie Reggie Wayne sees the benefit of a trey→PA corner.

For the Colts to be successful, stuff the run. That means you can't gamble with a lot of blitz packages. Stick to the base 4-3 cover and nickel cover for the majority of your defensive calls. Don't call a lot of man-to-man defenses. Because you have to stay back and guard against the run, you won't generate much of a pass rush with your front four. And if you stay in single man-to-man coverage, your cornerbacks get chewed up.

PS2 Playbooks

Offense

1 Wing
122 Y Seam
26 Stretch
122 T/Z Flat
24 Power
122 Z Cross
Sneak 22 Iso

Flip Pair Slot
56 Stretch
50 X/Z Curl
52 Zone Cutback
152 X Under
52 TE Trap
90 X/Z Slant
54 Inside Zone

Doubles
TE Middle Screen
52 Zone Cutback
50 X/Z Curl
52 Draw
50 All Go
50 T/A Cross
56 Stretch
90 All Slant
54 Inside Zone
H Screen Weak

Flip Tight Trips
52 TE Trap
152 X Corner
Sneak
H Screen Weak
54 Inside Zone
90 X/Z Slant
56 Stretch
50 X/Z Curl

Bunch
52 Draw
50 Strong Flood
56 Stretch
152 Double Out
58 Toss
Hail Mary
50 T Wheel

Ace
50 Z/X Out
52 TE Trap
50 H Swing
56 Stretch
152 All Go
54 Inside Zone
90 X/Z Slant
52 Zone Cutback
H Screen Weak

Triple
50 Z/X Out
52 Zone Cutback
50 Z Under
56 Stretch
90 X/Z Stop
Sneak
54 Inside Zone

Trips
154 Strong Flood
54 Draw
90 X/Z Stop
52 Zone Cutback
50 X/Z Post
56 Stretch
54 Inside Zone

Split Spread
132 All Go
22 Draw
50 H Check Down
26 Counter
50 Out/Corner
50 H Wheel
27 Sweep
50 Curl/Flats
90 All Slants

Shotgun Quads Z In
50 X/Z Corner
H Screen Strong
90 All Stop
50 X Post
50 Z Under
50 H Check Down

Ace Z In
54 Inside Zone
152 Z Under
Fake 56 Stretch Z Reverse
90 X/Z Stop
58 T Toss

Tight Trips
50 Y Under
54 Inside Zone
154 Strong Flood
52 TE Trap
154 Z Post
90 Slants/Flats
54 Draw
152 Strong Flood
52 Zone Cutback
90 X/Z Slant

Shotgun Doubles
50 T/Z Option
56 Counter
50 X/Z Curl
52 Draw
50 All Go
90 X/Z Fade
H Screen Weak

Pair Slot
54 Draw
50 X/Z Curl
56 Stretch
152 X Dig
26 Stretch
152 T Corner
52 Zone Cutback
154 Z Under
Sneak
90 X/Z Stop
54 Inside Zone

Shotgun Ace Trips
50 F/T Wheel
51 Draw
50 X/Z Out

Shotgun Quads
Hail Mary
50 X/A Wheel
50 Z/Y Cross
50 Curl/Flats
50 Z/X Out
50 All Go

Shotgun I Wing
50 Z Under
50 Out/Corner
51 Draw
50 Strong Flood
50 Z Post
50 All Curl
H Screen Weak
Hail Mary

Strong I Wing
24 Iso
122 F Flat
24 Power
122 T Corner
26 Stretch
122 Z Cross

Shotgun Split Spread
50 X/Z Curl
32 Draw
50 All Go
90 X/Z Stop
90 All Slant
Hail Mary

Offense continued

Shotgun Split Spread 7 Te

- 22 Lead Draw
- 90 X Stop
- 26 Counter
- 50 All Go
- 32 Trap
- 50 H Wheel
- 22 Draw
- 50 Z Under
- 56 Counter
- 50 X Post
- 50 Z/X Out
- 90 All Slant

Weak F

- 25 Stretch
- 123 Y/T Cross
- 23 Iso
- 123 T Corner F Flat
- 25 Counter
- Sneak

Shotgun Trips

- 90 X/Z Stop
- 52 Draw
- 50 X/Z Curl
- 56 Counter
- 50 Z Under
- Hail Mary

Defense

Goal Line

- GL Blast
- GL Strong Zone
- GL Crash
- GL Weak Zone
- GL Double Fire
- GL 1 Auto
- GL Spear
- GL Cloud

4-3

- 2 Hard
- 2 Soft
- Cover 3
- Weak Crash Cover 3
- Weak Blast Cover 4
- Press Key Zone
- Robber
- Double Steal
- All Blitz Cover 0
- Blast Twist Cover 0
- Strong Fire Cover 0
- Strong Crash Cover 1
- Weak Blast Cover 3
- Sting Blitz Cover 1
- Spear Cover 3
- Sticky Cover 0
- Indian Inside Cover 1

Nickel

- 2 Hard
- 2 Soft
- Weak Crash Cover 3
- Weak Blast Cover 4
- All Blitz 0
- Blast Twist Cover 0
- Middle Fire Robber
- Cloud
- Sky Weak Cover 3
- Cover 8
- Hound Dog Cover 1
- Zorro Cover 0
- Bandit Cover 0
- Weak Fire Cover 4
- Indian Inside Cover 1

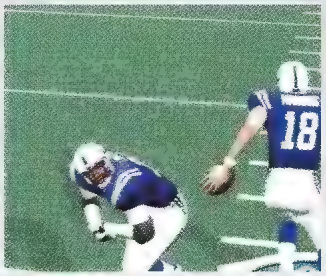
Dime

- Double Steal
- All Blitz Cover 0
- Cover 8
- Zorro Cover 0
- Bandit Cover 2 Soft
- Weak Dog Cover 2 H
- Strong Dog Cover 3
- Dime 1 Robber
- Weak Crash Cover 4
- Dime Double Steal
- 2 Man
- Double Hard Cover 0
- Middle Fire Cover 1
- Double Crash Cover 0
- Spear Cover 1
- Indian Inside Cover 1

Prevent

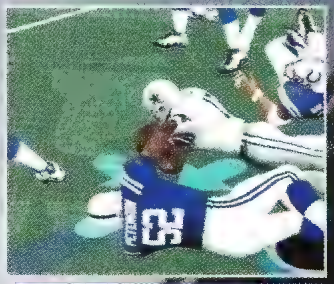
- Double Steal
- All Blitz Cover 0
- Cover 8
- Zorro Cover 0
- Bandit Cover 2 Soft
- Weak Dog Cover 2 H
- Strong Dog Cover 3
- Dime 1 Robber
- Weak Crash Cover 4
- Dime Double Steal
- 2 Man
- Double Hard Cover 0
- Middle Fire Cover 1
- Double Crash Cover 0
- Spear Cover 1
- Indian Inside Cover 1

Edgerrin James is the Colts running game. He had 1,709 yards in 2000 with 13 touchdowns. Get him the ball on plays like 24 power, 26 stretch, and 58 toss. James is also dangerous out of the backfield. He came up with more than 500 yards in receiving.



After you get the defense thinking run, call the play action pass. If the defense bites on the fake handoff, the receivers will be open downfield. Use 122 Y seam, 152 X under, and 152 double out for big success.

Marvin Harrison and Jerome Pathon are your leading receivers. Good plays are 50 X/Z curl, 90 X/Z slant, and 50 strong flood.



Linebacker Mike Peterson led the defense in 2000 with 159 tackles. Select Peterson to help stuff the run. Don't call too many blitzes; focus on stopping the run first.

COWBOYS

BY THE NUMBERS

Offense	78	Overall	78
Defense	78	2000 Season Record	5–11

DC Playbooks

Offense

Spread Gun

- Corner
- Get Away
- Draw
- Deep Out
- Slants
- Verticals
- Wrangler
- Stretch

Jumbo I

- Motion Lead
- Motion Counter
- Cross
- Off Tackle
- Power Dive
- Strong Zone
- Out
- Cowboy Pitch

I Tight

- Blue Counter
- FB Motion Counter
- Fade
- Power Toss
- Inside Lead
- Motion Toss
- Motion Flood
- FB Shift Lead

Double Left Slot

- Motion PA Post
- Motion Trap
- Motion Corner
- Motion Outside Zone
- Deep Curl
- Blast Off
- G Lead Toss
- Switch
- Motion Zone
- Motion Under
- Hot
- Rustler Curl

I

- Shift Dive
- Shift Cross
- Lead
- Motion PA Post
- Lead Counter
- Motion Off Tackle
- Motion Lead
- Shift Flat
- Motion Isolation
- Isolation
- Power Zone
- Motion Cutback
- Shift Slant
- Motion Power Toss
- Trap
- Streaks

Weak I

- Motion Cross
- Motion Counter Toss
- Motion Under
- Counter
- Comeback
- Zone
- Option
- Power Lead
- Motion Fade
- Motion Counter
- Motion Slant

Ace

- Stick Cross
- TE Motion Isolation
- Stretch
- TE Motion Draw
- Flare
- TE Motion Zone
- Mirror Go
- Motion Toss
- TE Motion Flat
- Cutback
- PA Stop and Go

Strong I Twins

- In
- Isolation
- Flood
- Dive
- Curls
- Toss
- Out
- Lead

Defense

4-3 Cover

- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz

- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4

- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover

- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz

- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd

- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime

- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd

- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line

- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Emmitt Smith carries the load for the Cowboys, and the jumbo I formation gets him good holes through which to run. Use the jumbo I→motion counter to get the ball through the middle of the defense.

Raghib Ismail is a big-play receiver whom the defense has to contend with. Get him the ball on spread gun→verticals or double left slot→blast off to stretch out the field. But completing those passes is difficult because Ismail draws a double team. Use strong I twins→in. Joey Galloway is another big-play receiver for the Cowboys. I→motion PA post works well after you have the running game established. Jason Tucker is another good alternative when Ismail is double-teamed. Use spread gun→corner for good results.

Traditionally, the Cowboys keep their tight ends active in the passing game, and 2000 was no exception. Jackie Harris was the number two receiver behind departed wideout James McKnight. Utilize him when you need a first down. Jumbo I→out works well.

The Cowboys' first priority on defense is stopping the run. Do not throw many blitz packages in there, as they leave the middle open for big running plays up the gut. Concentrate on bread and butter defensive plays in the 4-3 and 3-4 cover groups to stuff the run inside. Taking the middle linebacker and making sure he fills any holes up the middle is a good strategy. Safety Darren Woodson is a big help in the secondary. Switch to him on deep passing plays. He can cover a lot of ground and get between the ball and quickly receive.

PS2 Playbooks

Offense

Ace
152 X Dig
58 Toss
153 Bootleg Y Cross
56 Counter
152 X/Z Go
56 Stretch
90 X/Z Stop
52 Zone Cutback

I Spread
122 All Go
28 T Toss
122 X/Z Out
34 Belly
122 A Out
22 Iso
90 X/Z Slant
22 Lead Draw

I Pro
122 X/Z Out
28 Toss
122 A Out
26 Stretch
122 All Go
22 Lead Draw
90 X/Z Slant

Doubles
50 Double Wheel
58 Lead Guard Toss
H Screen Weak
54 Inside Zone
152 All Go
50 Z Dig
52 Zone Cutback
90 X/Z Stop

Doubles Right
50 X/Z Out
52 Trap
50 A Cross
52 Draw
50 Z Post
50 Strong Flood

Ace Trips
52 Zone Cutback
152 X/Z Wheel
52 Draw
206 X Out
58 Toss Z Reverse
H Screen Weak
90 X/Z Slant

Strong I Spread
122 A Out
22 Zone Cutback
90 X/Z Stop
22 Lead Draw
122 All Curl
28 Toss
122 All Go

Strong I Pro
Option Right
122 Strong Flood
Fake Iso Z Reverse
122 X Corner
24 Iso
27 Guard Lead Toss
90 X Quick Hitch
24 Lead Draw

Triple
50 X Corner
58 Toss
H Screen Weak
56 Stretch
50 X/Z Go
52 Draw
90 X/Z Slant
52 Zone Cutback

Shotgun Triple
50 All Go
QB Draw
50 Z Under
51 Draw
50 X Curl
50 X Out

Pair Slot
52 Draw
152 X/Z Go
58 Toss
152 Z Cross
56 Stretch
152 Y/T Out
52 Zone Cutback
90 X/Z Stop

I Jokers
28 Toss
122 Z Out
32 Dive
122 T Cross
22 Iso
24 Inside Zone
90 Z Slant
26 Stretch
Option Right

Weak I Pro
23 Iso
123 Z Post
27 Toss
123 F Flat
Fake Iso X Reverse
50 Triple Curl
Sneak
90 X/Z Stop

Bunch
152 Y Corner
52 Draw
152 A/Z Out
58 T Toss
152 X Go
H Screen Strong
56 Counter
90 X Slant

Bunch Left
51 Draw
50 H Wheel
Sneak
207 Z Out
51 Trap
90 Z Out
50 Blue Flood

Weak I Jokers
22 Iso
122 Y Corner
24 Inside Zone
124 Y/T Cross
28 Toss
Sneak
90 Z Fade

Strong I Jokers
28 Toss
124 T Seam
Fake 24 Iso Z Reverse
26 Stretch
Sneak
90 Z Stop

I Twins
22 Lead Draw
122 Z Cross
34 Belly
122 Z Out
28 Toss
H Screen Weak
22 Iso
122 X Post

Split Spread
H Screen Weak
Sneak
50 X/A Cross
21 Lead Draw
50 Star Post
32 Trap
90 X/Z Slant

Shotgun Split Spread
206 Z Comeback
QB Draw
50 All Go
21 Lead Draw
32 Lead Draw
Hail Mary

I Jokers Flex
34 Belly
122 Z Post
22 Iso
122 F Flat
26 Stretch
90 X Slant
28 Toss

Strong I Power
122 Z Out
25 Stretch
123 Strong Flood
22 Zone Cutback
207 Z Wheel
207 Z Out
27 Toss
122 X/Z Post
122 T Cross

Offense continued

Quads

- 90 X/Z Slant
- 58 Toss
- 50 Y/A Option
- 52 Draw
- 50 X Square In
- 56 Stretch
- 50 All Curl
- H Screen Weak

Quads Right

- 58 Toss
- 50 A Under
- Sneak
- 50 H Wheel
- 52 Draw
- 50 All Go
- 50 X Under

Shotgun [illegible]

- QB Draw
- 50 X/Z Out
- 51 Trap
- 50 X Dig
- 51 Draw
- 50 Y Cross

Trey

- H Swing Screen
- 52 Draw
- 50 X Post
- Hail Mary
- 58 Toss
- 50 Blue Flood
- 54 Inside Zone
- 90 X/Z Slant

Trips Right

- 206 X Comeback
- Sneak
- 206 Strong Flood
- 52 Draw
- 50 T Corner
- 90 X Slant

Defense

Goal Line

- GL Strong Zone
- GL Cloud
- GL Strong Blast 0
- GL Indian Strong Cover 0
- GL Weak Zone
- GL Weak Crash 0
- GL Steeler Blitz
- GL Weak Blast

4-3

- Key Zone
- 3 Buzz
- 2 Hard
- 4 Cloud
- Strong Blast 2H
- 2 Soft
- Middle Blast 3
- Combo Inside Zone
- Spear Cover 1
- Double Hard
- Strong Blast 1
- All Blitz 0
- Weak Blaze 0
- Indian Weak
- Strong Fire
- Middle Blast 1

Nickel

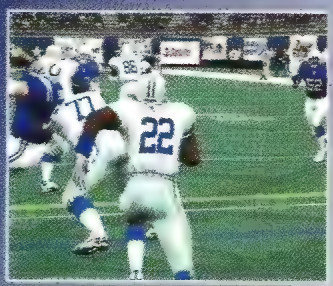
- 2 Hard
- Combo Inside 1
- All Blitz 0
- Indian Weak
- 2 Man
- 3 Robber
- 4 Sky
- Weak Blast 2 H
- Weak Crash Cover 3
- 1 Robber
- Sting Blitz
- Strong Crash Cover 1
- Force Fire
- Weak Blast 1 Lock
- Weak Fire 0
- Double Indian Cover 0

Dime

- 2 Hard
- 4 Cloud
- Spear Cover 1
- All Blitz 0
- Strong Fire
- Middle Blast 1
- 2 Man
- 3 Robber
- Double Indian Cover 0
- Combo Weak Man
- Spear 3 Buzz
- Weak Sting 2 Hard
- Cover 12
- Greyhound Cover 0
- Weak Sting 1
- Weak Crash 1

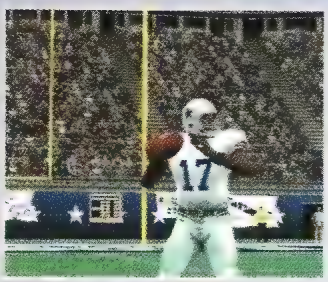
Prevent

- 2 Hard
- 4 Cloud
- Spear Cover 1
- All Blitz 0
- Strong Fire
- Middle Blast 1
- 2 Man
- 3 Robber
- Double Indian Cover 0
- Combo Weak Man
- Spear 3 Buzz
- Weak Sting 2 Hard
- Cover 12
- Greyhound Cover 0
- Weak Sting 1
- Weak Crash 1

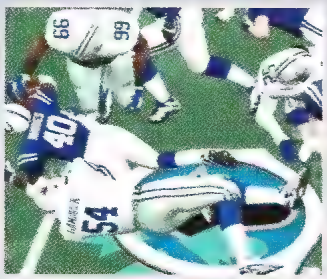


Venerable running back Emmitt Smith returns to lead the Cowboys' running attack. Pound the ball inside and let him find him the hole on plays like 22 iso, 56 counter, and 58 toss.

After the defense is thinking run, use your receiving corps. Raghib Ismail and Joey Galloway lead the attack in 2001. They have the speed to stretch the defense deep, so throw the ball downfield early to keep the defense on their toes. Get them the ball on 153 bootleg Y cross, 90 X/Z stop, 90 X/Z slant, and 152 all go.



The Cowboys have made the decision to go with rookie quarterback Quincy Carter in 2001. He's unproven, but you can move the ball downfield with him. Turn on maximum passing to get the ball where it needs to be.



To help stop the run, use the all in defensive line option with your defensive calls; let the linebackers take care of the outside runs. Darren Woodson keeps things locked down in your secondary.

Dolphins

BY THE NUMBERS

Offense	83	Overall	83
Defense	90	2000 Season Record	5–11

DC Playbooks

Offense

Split Gun
Lure Out
Wheel
In
Hitch
Post Corner

Trips Gun
Curl
South Beach In
Get Away
Comeback
Out
Z In
Under
Slant

Jumbo I
Lead
Isolation
Motion PA Flat
FB Give
Dive
Motion Counter
Toss
PA Corner
Off Tackle
Motion Lead

Double Right Set
Screen
Open Trap
Slants
Inside Zone
Flat
Trap
Wheel
Toss
Slant
Strong Trap
Motion Zone

Strong I
Motion Bandit
FB Trap
Fade
Dive
PA Flat
PA Comeback
Twins Outs
Lead
Motion In
Flea Flicker
Counter Toss
PA Curl

Doubles
Motion Screen
Inside Zone
Miami In
Counter
Comeback
Draw
Double Smash
Motion Zone
Post
Motion Toss

Empty Gun
Motion X In
Motion Post
Motion In
Motion Fade
Aqua In
TE Out
Groove Out

I
Isolation
PA Curl
Lead
PA In
Counter
Zone
PA X Post
Toss
Screen
Power Lead
Post

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Saft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

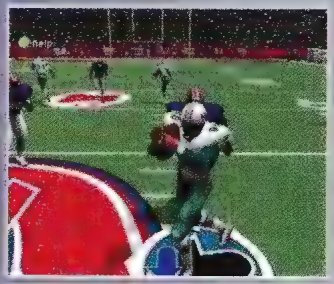
Nickel DM
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Goal
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Last year, the Dolphins' running attack was led by six-year pro Lamar Smith, who had a standout year. On 309 attempts, he gained 1,139 yards for a 3.7-yard average. Pound the ball inside with jumbo I→isolation. Smith is dangerous out of the backfield, as well. Give him room to run after you get him the ball. If you've been dominating on the run, the defense keys a linebacker to shadow Smith and can stop little passes to the flat like split gun→wheel.



When the defense is throwing zone coverages, flood an area by sending receivers to one spot on the field. The trips gun formation is a great way to do this. One good play in particular is trips gun→curl. Hit James McKnight as he turns back for the ball.

After the ground game is established, use the play action pass for big gains. Strong I→PA comeback allows you to get the ball into Oronde Gadsden, Miami's top receiver in 2000. A well-tuned offense also gets the ball to all the receivers, so pass to tight end Alonzo Mayes. Hit him as he gets behind the linebackers on empty gun→motion fade.

The Dolphins need to bring in the blitz packages on passing downs. Pressuring the quarterback is key for the Dolphins to do well on defense. Your opponent can't have forever to make a decision on where to throw the ball. The defense 4-3 cover→cover 3 works well for the Dolphins. A lot of defenders surround the ball to make the tackle if the pass is complete.

PS2 Playbooks

Offense

Pair Slot
54 Inside Zone
152 X/Z Wheel
52 Zone Cutback
50 Y Under
58 Toss
Sneak
90 X/Z Stop

I Wing
28 Toss
132 Strong Flood
26 Guard Lead
127 T Flat
24 Iso

I Pro Z In
122 X Go
Fake Inside Zone Reverse
122 Z Under
24 Inside Fake Reverse
22 Iso
H Screen Weak
28 Toss

Doubles
152 A/X Cross
56 Stretch
50 X/A Wheel
56 Guard Lead
50 All Go
54 Inside Zone
90 X/Z Slant
52 Draw

Shotgun Double Right
50 All Curl
50 Y/Z Option
52 Draw
50 Strong Flood
Hail Mary

Strong I Shoot Z In
28 Toss
122 Y Corner
Fake 24 Iso Reverse
122 Z Under
24 Iso Fake Reverse
122 F Wheel

Triple
56 Guard Lead
152 A Under
54 Inside Zone
50 X/Z Out
52 Draw
90 X/Z Slant

I Pro
28 Toss
122 Z Go
22 Power
90 X/Z Stop
26 Guard Lead
22 Zone Cutback
50 X/Z Curl
22 Iso

Shotgun Split Spread
50 A Seam
21 Lead Draw
50 A/Z Cross
32 Draw
50 Strong Flood
50 All Go
H Screen Weak
90 X/Z Slant

Shotgun Trips H Motion
50 All Go
50 Z Under
32 Draw
50 X Cross
H Screen Weak

I Jokers
22 Iso
24 Power
122 Y/T Cross
26 Guard Lead
Sneak
90 Z Slant

Tight Triple
56 Stretch
152 Strong Flood
54 Inside Zone
50 Y/T Option
52 Zone Cutback
90 X/Z Stop

Strong I Pro
28 Toss
122 X Dig
56 Guard Lead
124 All Go
24 Power
H Screen Weak
22 Iso
90 X/Z Slant

Doubles Z In
54 Zone Fake Reverse
50 A Option
152 T Corner
Fake Inside Zone Reverse
152 Z Under

Shotgun Triple Left
50 Y/A Cross
51 Draw
50 X/Z Out
50 All Go

Ace
152 All Go
52 Zone Cutback
50 Y/T Under
54 Inside Zone
152 Curl/Flats
58 Toss
90 Slants/Flats

I Twins
22 Lead Draw
122 X/Z Post
24 Inside Zone
122 X Out
28 Toss
90 X/Z Slant
Sneak

Weak I Twins
56 Guard Lead
122 X Go
24 Inside Zone
122 Z Under
Sneak

Shotgun Quads Right
152 Y/A Option
50 All Go
52 Draw
50 Double Cross
50 X/Z Out
Hail Mary

Offense continued

Shotgun Quads Z In

50 A/X Cross
56 Counter
50 Z Under
51 Draw
50 A/X Go

I Jokers

28 Toss
122 Z Flat
22 Iso
122 T Corner
24 Power
26 Guard Lead

Strong I Jokers

28 Toss
122 Z Post
24 Power
122 Y/T Cross
22 Iso

Shotgun Trey

H Screen Weak
54 Inside Zone
50 Strong Flood
52 Draw
50 X/Z Out
Hail Mary

Defense

Goal Line

GL Blast
GL Blaze Strong
GL Zone Weak
GL Strong Crash 1
GL Weak Crash 1
GL All Blitz
GL Indian Strong

4-3

2 Hard
Cover 4
Key Zone
Combo Weak Man
3 Robber
3 Cloud Strong
Weak Fire 1
Blaze Twist Cover 0
Rocket Blitz 0
Sticky Blitz Cover 0
Weak Crash Cover 3
Spear 3 Buzz
Indian Cover 1
All Blitz Cover 0
Weak Fire Cover 0
Sticky Cover 0

Nickel

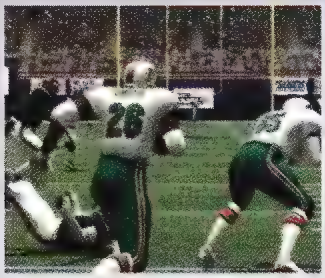
2 Hard
Cover 4
Key Zone
All Blitz Cover 0
Cover 3
Double Steal
2 Man
3 Cloud Weak
Cover 12
1 Dog the Dig
Inside Blast 2H
1 Hung
Strong Crash Cover 3
Bulldog Cover 1
Double Indian Cover 0
Weak Fire Cover 0

Dime

2 Hard
Key Zone
Cover 4 Sky
Open Fire Zone
Sticky Blitz Cover 0
All Blitz Cover 0
2 Man
Cover 12
Strong Crash Cover 3
2 Soft
4 Buzz
Cover 6
3 Strong
Greyhound Cover 0
Weak Bandit 2H
Strong Bandit 2H
Hound Dog Cover 3
Middle Blaze 1 Robber

Prevent

2 Hard
Key Zone
Cover 4 Sky
Open Fire Zone
Sticky Blitz Cover 0
All Blitz Cover 0
2 Man
Cover 12
Strong Crash Cover 3
2 Soft
4 Buzz
Cover 6
3 Strong
Greyhound Cover 0
Weak Bandit 2H
Strong Bandit 2H
Hound Dog Cover 3
Middle Blaze 1 Robber



Establish the running game with Lamar Smith. Keep the ball inside with runs like 54 inside zone, 24 iso, 52 draw, and 22 power. To spring Smith outside, hit him with screen passes out of the backfield. After he comes down with the pass, turn him downfield. Smith has the moves to make the first tackler miss.

Oronde Gadsden led the receiving corps in 2000. Look for him and James McKnight to open up the passing game. Try 90 X/Z stop, 132 strong flood, 152 A/X cross, and 122 Y corner to get them the ball. Roll quarterback Jay Fiedler out of the pocket to buy more time for the receivers to get open.

Effective field goal range is extended with the Dolphins. Kicker Olindo Mare nailed 12 of 13 field goals from beyond 40 yards. Keep the trajectory low and time it right to cover the distance.

The defense took a big hit in the off season with the loss of pass rush specialist Trace Armstrong (16.5 sacks) to free agency. But they still have Jason Taylor (14.5 sacks) to get to the quarterback. Call the line stunts to free Taylor.

EAGLES

BY THE NUMBERS

Offense	82	Overall	81
Defense	83	2000 Season Record	11–5

DC Playbooks

Offense

Split Twins
Shovel Pass
Out
Lead
Fade
Corner
Shallow Drag
Slot Out
Toss
Prey

Split Queens
Hook
Flare
Lead
Eagle Comeback
Curl
Leak Out
Weak Pitch
In

Doubles
Lone Under
Roll Out
Zone
Out
Slants
Motion Zone
Post
Motion Toss
Exchange

Double Left Slot
Cross Out
G Lead
Vacate Flat
Draw
Cross Counter
Trap
TE Flat
Sweep
Slant
Motion Toss
Zone
Comeback

I
Isolation
Skim
Counter
PA Post
Blast Lead
Silver Trap
PA Post Corner
Motion Toss
Soar
Power Lead

Trey
Streaks
Flat
G Lead
Drag
Framed Curl
Broadway
In and Up
Under
TE Drag

I Right
Power Off Tackle
Power Lead
PA Corner
Outside Lead
Isolation
Trap
Roll Flat

I Twins
PA Vertical
Isolation
PA Out
Cutback
Middle Corner
Off Tackle
PA Slot Post
Green Lead

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Running back Duce Staley is the first threat in the Eagles' ground game—he has big-play potential. Split queens→lead pounds the ball inside. After Staley establishes the ground attack, use a play action pass such as I twins→PA out to get the ball to the receivers.

On double left slot→cross counter, watch for the receivers to cross paths, then get Freddie Mitchell the ball. James Thrash can catch the ball in traffic. Get him the ball on split queens→hook.

Fullback Cecil Martin is dangerous in the flats. Get the ball to the running backs when the pressure is on. I→skim works best when the defense is blitzing.

Middle linebacker Jeremiah Trotter is the core of the defense. When you're calling the base 4-3 cover defenses, pick Trotter as your player and stuff the run up the middle. Select defensive back Troy Vincent when you call the 4-3 blitz→atomic blitz. He'll get through the line on run and pass plays to nail the ball carrier in the backfield.

PS2 Playbooks

Offense

I Jokers
32 Dive
122 Bootleg Z Cross
28 Toss
90 Z Slant
22 Zone Cutback
Sneak
90 Z Quick Hitch
22 Iso

Doubles
50 A Cross
56 Stretch
152 All Go
54 Inside Zone
152 Bootleg Flat
50 Z Out
52 Draw
50 X Dig

Split Spread
50 Z Drag
21 Lead Draw
50 X Cross
32 Trap
H Screen Weak
QB Draw
50 All Streaks
90 X Quick Hitch

Strong I Joker
22 Zone Cutback
122 F Flat
28 Toss
122 Bootleg T Flat
24 Iso
Sneak
90 Z Slant
26 Stretch

Trey
QB Draw
152 X/Z Go
52 Zone Cutback
90 All Slant
52 Draw
90 X/Z Slant and Go
H Screen Strong
Hail Mary

Flip Pair Slot
90 X/Z Slant
56 Stretch
152 Z Cross
58 Toss
Fake Toss Bootleg
54 Inside Zone
152 X Go
52 Draw

Quads Left
50 Y/A Option
50 All Go
52 Draw
50 Power Flood
206 Flat/Curl
Sneak
90 Z Quick Hitch
QB Draw

I Spread
122 Z Dig
28 Toss
122 A Seam
32 Lead Draw
122 Strong Flood
22 Iso
90 X/Z Stop

Doubles Right
206 Z Out
50 Stop/Corner
52 T Trap
50 All Go
50 Curl/Flat
50 Z Corner
QB Draw
90 X/Z Slant

I Pro Z In
22 Zone Cutback
122 X Go
Fake Iso Reverse
122 Z Under
24 Inside Zone
90 X Quick Hitch

Strong I Spread
F Screen Strong
26 Stretch
124 All Go
28 Toss
122 A Square In
24 Iso
50 Outs/Screen
22 Zone Cutback
90 X Fade

Trey Left
50 Outs/Curl
QB Draw
50 All Go
51 Trap
Hail Mary
50 A Cross
90 X/Z Stop

Split Pro
90 X/Z Stop
50 X/Z Go
21 Draw
50 T Option
50 Strong Flood
QB Draw
50 All Curl
32 Draw

Flip Tight Twins
50 X Corner
52 Draw
50 Strong Flood
54 Inside Zone
H Screen Weak
58 T Toss
90 X Quick Hitch
52 Zone Cutback

I Pro
22 Lead Draw
H Screen Weak
24 Inside Zone
122 T Option
22 Zone Cutback
122 All Go
22 Iso
90 Z Hitch

I Jokers Pair
22 Zone Cutback
28 Toss
122 Z Cross
22 Iso
24 Inside Zone
Sneak
122 T Seam

Triple
54 Inside Zone
90 X Stop
52 Draw
152 Bootleg Cross
56 Stretch
50 A Under
H Screen Weak

Strong I Pro
22 Zone Cutback
50 All Curl
26 Stretch
122 Z Corner
28 Toss
90 X/Z Stop
24 Iso
50 Z Cross

Weak I Joker
22 Zone Cutback
123 T Corner
25 Stretch
123 Y Seam
23 Iso
Sneak
90 Z Quick Hitch
27 Toss

Quads
50 A Option
54 Inside Zone
50 Outs/Curl
52 Draw
50 Stop/Corner
50 Curls
QB Draw
90 X/Z Slant

I Twins
24 Power
28 Toss
122 X/Z Post
26 Stretch
22 Iso
122 Z Corner
122 T Out
90 X/Z Slant

Triple Left
21 Trap
90 X Quick Hitch
QB Draw
50 X Corner
Sneak
50 All Go
50 Y Under

Offense continued

Ace
54 Inside Zone
52 Zone Cutback
152 All Go
52 Draw
56 Stretch
152 Bootleg Out
90 X/Z Stop

Empty Open
50 All Go F Flat
50 Z/H Out
QB Draw
50 Y Under
50 Eagle Flood
90 X Quick Hitch
Sneak

Bunch Triple
52 Draw
50 Z Under
58 Toss
50 T Option
56 Stretch
50 Green Flood
90 X Quick Hitch

Split Twins
28 Sweep
206 Curl/Flat
32 Draw
50 F Wheel
QB Draw
50 Talon Flood
Sneak
90 X/Z Stop

Ace Trips
50 A Under
56 Stretch
152 Bootleg Z Cross
52 Zone Cutback
152 T Option
Sneak
90 X/Z Stop
54 Inside Zone

Defense

Goal Line
GL Strong
GL Cloud
GL Indian Strong
GL Steeler Blitz
GL Weak Crash
GL Weak Blast
GL Middle Blast
GL Weak Zone

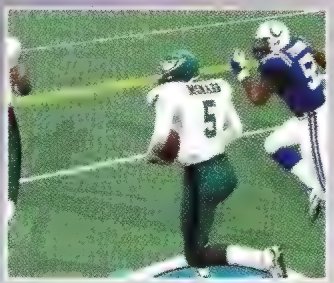
4-3
4 Sky
Cover 3
2 Hard
Key Zone
Weak Fire Zone Blitz
Middle Fire Zone Blitz
2 Soft
Combo Inside Zone
Force Fire 0
All Blitz 0
Strong Fire
Weak Fire 0
Weak Blast 1
Middle Blast 1
Strong Indian 1
Weak Crash 1

Nickel
Key Zone
Weak Fire Zone Blitz
Combo Inside Zone
Strong Fire
Weak Fire 0
Weak Crash 1
3 Weak
Sting Zone Blitz
Sting 2 Hard
4 Cloud
3 Buzz
Blaze Twist Cover 0
Sting Blitz Cover 1
Double Indian
Spear Cover 1
2 Man

Dime
2 Hard
Weak Fire Zone Blitz
Combo Inside Zone
Strong Fire
Weak Fire 0
Weak Crash 1
4 Cloud
Spear Cover 1
2 Man
Strong Sting 3
Weak Sting 2 Hard
Middle Robber
Cover 12
Weak Sting 1
Greyhound Cover 0
Indian Weak Cover 1

Prevent
2 Hard
Weak Fire Zone Blitz
Combo Inside Zone
Strong Fire
Weak Fire 0
Weak Crash 1
4 Cloud
Spear Cover 1
2 Man
Strong Sting 3
Weak Sting 2 Hard
Middle Robber
Cover 12
Weak Sting 1
Greyhound Cover 0
Indian Weak Cover 1

Duce Staley is back in 2001 after an injury-shortened 2000 season. Pound the ball inside with 23 iso, 52 draw, and 22 zone cutback. After the defense is looking for the run, use the play action pass on 122 A seam, 122 all go, and 122 T option.



Donovan McNabb is the quarterback for the Eagles. He can beat the defense with the pass and the run. Roll McNabb outside; if the receivers are well covered, tuck the ball under your arm and run the ball for a big gain.

Your primary receivers are Freddie Mitchell and James Thrash. Pass them the ball on plays like 90 X/Z stop, 90 Z quick hitch, and 50 curl/flat.

Jeremiah Trotter led the defense last year with 120 tackles. When you think the offense is going to run, select this standout linebacker. After the pass is in the air, switch to the player closest to the ball. When it's defensive back Troy Vincent, go for the ball—he has a knack for it. He came up with five interceptions in 2000.

FALCONS

BY THE NUMBERS

Offense	80	Overall	78
Defense	82	2000 Season Record	4–12

DC Playbooks

Offense

Falcons I
- Motion Blast
- PA Post
- Lead Draw
- Motion PA In
- Inside Lead
- Motion Toss
- Slants
- Motion Read
- Screen
- Motion Lead

Split Gun
- Rollout Out
- Screen
- Deep Posts
- Curls
- Corners
- Verticals
- Under
- Switch

Doubles Open
- Motion Inside
- Zone
- Get Away
- Toss
- Corner
- Motion PA Cross
- Motion Lead
- Motion Get Away
- Motion Counter
- PA Posts
- All In
- Motion Power Lead
- Posts
- Scissors

I Twins
- Motion Lead
- Motion In
- Isolation
- Cross
- Counter
- Gray Screen
- Motion Pitch
- Flea Flicker

Strong I
- Motion Corners
- Shift Trap
- Flood
- Motion Toss
- Comebacks
- Shift Counter
- Motion Flat
- Shift Cutback
- Motion Switch
- Motion Crack Lead
- Motion Pick
- Shift Power
- Motion PA Out
- Shift Lead
- Motion PA Flat

Trey
- Out
- Flat
- Draw
- Motion Cross
- Delay Post
- Exchange
- Peregrine Slants
- Motion Zone
- Sideline
- Screen

I Tight
- Power Toss
- Lead
- PA Post Corner
- Blast
- FB Give
- Misdirection
- PA Flood
- Trap

Ace
- PA Out and Go
- Motion Counter
- PA Boot Flat
- Inside Zone
- Motion Crosses
- Counter Trap
- Motion Slants
- Motion Block Zone
- Motion Flood
- Toss
- Counter Zone
- Motion Under

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

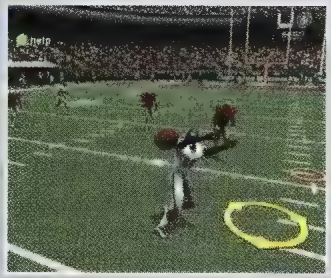
Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

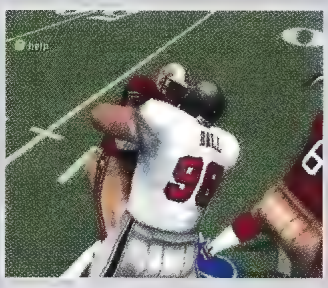
Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Running back Jamal Anderson establishes a strong running game. On Falcons I→motion blast, use the motion man as an extra blocker and hike the ball when he's in the middle of the right-hand side of the line. Use Anderson as a receiver. Get him out in the flat on a screen with I twins→gray screen.

When the running game is established, use the play action pass to get the ball downfield. Falcons I→PA post will get the ball to Terance Mathis. Wait for him to get behind the safety before delivering the ball.



When the defense is giving you the middle of the field or playing lots of zone coverage, use doubles tight→motion PA cross. Wait for Tony Martin to cross the center of the field before getting him the ball.



The defensive line is strong up the middle, so you can shut down any runs inside. Stick with the 4-3 cover defense in running situations and select one of the defensive tackles to stuff the run. In passing situations, use nickel cover→cover 2 man to keep the receivers covered. This defends a lot of passes effectively.

PS2 Playbooks

Offense

I Jokers
28 Toss
122 Bootleg Z Under
24 Power
122 T Cross
22 Iso
Sneak
90 Z Slant
26 Counter

Ace
56 Stretch
152 All Go
54 Inside Zone
153 Bootleg Y Cross
52 Draw
152 X/Z Out
90 All Stop

I Pro
90 X/Z Slant
24 Inside Zone
122 Bootleg Z Cross
28 Toss
122 All Go
26 Stretch
50 X/Z Out
22 Iso

Quads
90 X/Z Slant
50 Stop/Corner
56 Stretch
152 All Go
152 X Under
54 Inside Zone
52 Draw

Shotgun [illegible]
50 X/Z Out
52 Trap
50 A/Y Option
QB Draw
50 Z Under
52 Draw
50 All Streaks

Strong I Jokers
122 Z Go
26 Stretch
122 Overload
24 Inside Zone
122 T/Y Cross
24 Iso
90 Z Fade
28 Toss

Ace Right
H Screen Strong
Sneak
50 Power Flood
52 Trap
50 All Go
QB Draw

Strong I Pro
122 Z Dig
22 Power
122 T Cross
22 Zone Cutback
122 Strong Flood
22 Lead Draw
H Screen Weak
26 Stretch

Split Spread [illegible]
50 Falcon Flood
28 Sweep
50 A/Z Wheel
32 Draw
50 Z Cross
22 Lead Draw
H Screen Weak

Shotgun Split Spread
50 All Go
34 Dive
50 Z Shallow Cross
28 Sweep
50 A Option
H Screen Weak
QB Draw

Split Jokers
128 Bootleg Y Cross
Fake Sweep QB Keep
90 Z Fade
23 Dive
90 Z Slant
34 Dive
28 Sweep

Ace Trips
153 Bootleg H Wheel
52 Draw
152 T Cross
54 Inside Zone
152 Force Flood
58 Toss
90 X/Z Slant
QB Draw

Weak I Pro
90 X/Z Slant
23 Iso
50 Curl/Flat
27 Toss
H Screen Strong
22 Zone Cutback
50 X/Z Out
Sneak

Doubles
50 X/Z Out
54 Inside Zone
50 All Go
56 Counter
90 X/Z Slant
52 Draw
50 A/T Option
56 Stretch

Doubles Right
50 Strong Flood
QB Draw
50 H Checkdown
52 Trap
50 X Post
52 Draw
Sneak
50 All Go

I Jokers Pair
22 Iso
122 Z Cross
24 Inside Zone
122 T/Y Out
26 Stretch
28 Toss
90 Z Slant

I Twins
90 X/Z Stop
24 Inside Zone
122 All Go
22 Iso
122 X Out
26 Counter
122 T Corner
28 Toss

Split Pro
H Screen Weak
Fake Sweep X Slant
126 Bootleg T Cross
Sneak
50 All Go
28 Sweep
QB Draw
34 Dive

Triple
90 X/Z Slant
52 Draw
50 X Under
54 Inside Zone
50 X/Z Go
52 Zone Cutback
H Screen Weak
QB Draw

Bunch
50 Falcon Flood
50 Y Corner
QB Draw
50 X Dig
H Screen Weak
56 Stretch
52 Draw

Split Twins
28 Sweep
50 Z Shallow Cross
QB Draw
50 A/Z Wheel
32 Trap

Weak I Twins
22 Iso
122 X Cross
24 Inside Zone
122 Bootleg Z Flat
26 Stretch
28 Toss
90 X/Z Slant
Sneak

I Spread
122 X Out
28 Toss
122 Z Under
24 Power
122 X/Z Go
26 Stretch
90 X/Z Stop
22 Iso

Offense continued

Trips
90 All Stop
58 Toss
152 Bootleg T Out
52 Draw
152 All Go
54 Inside Zone
152 Z Under
56 Stretch

Tight Triple
152 Strong Flood
52 Draw
152 X Out
52 Zone Cutback
153 Bootleg Y Flat
54 Inside Zone
90 All Stop
56 Counter

Trey
H Screen Weak
52 Zone Cutback
Hail Mary
54 Inside Zone
90 X/Z Slant
152 All Go
58 Toss
50 X Cross

Split Spread
50 Z Under
24 Lead Draw
50 X Cross
28 Sweep
90 X/Z Slant
QB Draw

Defense

Goal Line
GL Strong Zone
GL Cloud
GL Indian Strong
GL Falcons Blitz
GL Middle Blast
GL Weak Crash 0
GL Weak Zone
GL Weak Flow

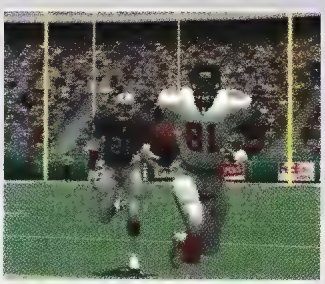
4-3
4 Cloud
Cover 3
Key Zone
Combo Inside Zone
Combo Strong Zone
2 Hard
3 Weak
Weak Blast 4
Strong Blast 1
Force Fire 0
Spear Cover 1
Open Fire 0
Strong Indian 1
Weak Crash 1
Tight Fire 0
All Blitz 0

Nickel
4 Cloud
Key Zone
Combo Inside Zone
Combo Strong Zone
2 Hard
Open Fire 0
Strong Indian 1
All Blitz 0
Sting 2 Soft
3 Robber
2 Man
Sting Blitz Cover 1
Weak Blast 1
Indian Weak Cover 1
Blaze Twist Cover 0
Rocket Blitz 0

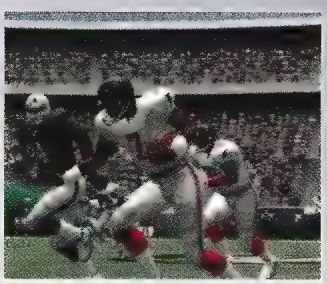
Dime
1 Dog the Dig
Combo Soft Zone
2 Soft
Cover 12
Rocket 1
All Blitz Off
Weak Fire 1
Blaze Twist 1
Grayhound Cover 0

Prevent
1 Dog the Dig
Combo Soft Zone
2 Soft
Cover 12
Rocket 1
All Blitz Off
Weak Fire 1
Blaze Twist 1
Grayhound Cover 0

Jamal Anderson is a big part of the Falcons offense. He gained over 1,000 yards on the ground and nearly 400 yards through the air in 2000. Get him the ball inside with plays 22 iso, 54 inside zone, and 52 trap and through the air on H screen weak.



Terance Mathis and Shawn Jefferson are your primary receivers. Look for Mathis when you need a score. He brought down five touchdowns in 2000. Get them the ball on 50 all streaks, 90 Z fade, and 90 X/Z slant.



For a change of pace, substitute in rookie quarterback Michael Vick. This slender QB is dangerous through the air and on the ground. Roll him outside, and if the receivers are covered, tuck the ball under his arm and take off.

The defensive line is strong against the run, so your linebackers are free to rush the quarterback. Defensive back Marty Carter led the team with tackles in 2000. He can deliver a big hit. When the ball is in the air and he's the closest to the ball, deliver the big hit and the receiver coughs up the ball.

GIANTS

BY THE NUMBERS

Offense	85	Overall	81
Defense	90	2000 Season Record	12–4

DC Playbooks

Offense

Split Gun

Shovel Pass
Deep Out
Deep Curl
Angle
Post
Vertical

I Tight

Goliath Lead
Slant
Outside Lead
Flat
Giant Lead
Trap
Motion Slant
Tackle Trap

I

Isolation
Motion PA Post
Motion Off Tackle
Motion PA Fade
Toss
Power Lead
Motion Lead
PA Vertical
Motion Isolation
Lead
Motion Lead Draw
Hitch and Go

Double Left Slot

Hitch and Go
Draw
Corner
Motion Counter
Sprint Corner
Screen
Zone
PA Post
Motion Zone

Ace

Slant
In
G Lead
Drag
Coffin Corner
Vertical
Zone
Under

Weak I

FB Screen
Motion Strong Toss
Curl
Power Sweep
Comeback
Power Lead
Wheel
Lead
Blue In
Inside Lead

Trey

Shallow Drag
G Lead
Deep Post
Inside Zone
Curl Outs
Zone
Screen
QB Sneak
PA Post

Quad Flex

Fade
Deep Curl
Corner
Comeback
Slot Slant
Post Corner
Post
Out
Steps
Flat
Under
Slot In
Slants
Slant

Defense

4-3 Cover

Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz

Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4

Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover

Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz

Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Prevent/2M

Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime

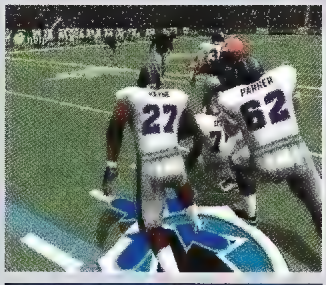
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd

Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line

Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone



Ron Dayne is one-half of the Giants' running game. Use him to pound the ball inside. I tight→Goliath lead is a great play to steamroll the defense. The other half of the running game is Tiki Barber. Get this speedy runner outside with I→toss to rack up the yardage.

The Giants were led by Amani Toomer in receiving yards in 2000. To pick up 10 yards quickly, use double left slot→hitch and go. Deliver the ball quickly to pick up an easy first down.

Use ace→coffin corner to get the ball to wideout Ike Hilliard. Pass the ball before he makes his cut downfield. Work on it in practice to get the timing right. Use I tight→flat to pick up the first down on third and short. Campbell will flare out into the flats, and unless the linebacker is playing man-to-man coverage you'll be able to get the ball and run to the first down marker.

Standout cornerback Jason Sehorn is a big help. His play allows you to take more risks on the defensive line with different blitz packages.

PS2 Playbooks

Offense

Strong I Pro
90 X/Z Slant and Go
28 Toss
F Screen Strong
26 Power
90 X/Z Slant
22 Lead Draw
122 X Post
22 Iso

I Pro
28 Toss
122 X/Z Out
24 Power
122 Strong Flood
22 Lead Draw
124 T Cross
22 Iso
90 X/Z Slant

Weak I Pro
F Screen Weak
31 Trap
90 X/Z Slant
27 Toss
123 X/Z Go
Sneak
50 F Wheel
23 Iso

I Twins
22 Iso
50 X/Z Go
26 Stretch
50 Triple Curl
32 Dive
H Screen Strong
22 Lead Draw
90 X/Z Slant

Weak I Twins
206 Z Out
28 Toss
122 F Wheel
22 Lead Draw
50 T Corner
22 Zone Cutback
90 X/Z Stop
28 Toss Reverse

Triple F Motion
52 Zone Cutback
152 Z Corner
58 Toss
152 X Dig
56 Stretch
50 All Go
52 Draw
90 Z/Y Slant

Bunch
152 X Dig
58 T Toss
50 Y Wheel
58 Toss Reverse
152 A Corner
58 Toss
152 Z Out
56 Stretch
152 Strong Flood
54 Inside Zone
152 X Go
54 Power
50 Z Out
52 Draw
90 X Slant
H Screen Weak

Strong I Spread
90 X/Z Slant
22 Lead Draw
122 F Wheel
24 Power
50 Strong Flood
Sneak
24 Lead Draw
24 Iso
50 X Dig

Doubles
50 T Sit
58 Toss
90 X/Z Slant and Go
52 Draw
50 A Cross
56 Stretch
90 X/Z Slant
52 Zone Cutback

Doubles Left
50 A Option
58 Sweep
50 Power Flood
51 Draw
50 H Wheel
51 Trap
50 All Go

Shotgun Quads Left
50 Y/Z Go
50 X/Z Out
QB Draw
50 Y/A Option
50 Stop/Corner

Triple
58 Toss
90 All Stop
22 Zone Cutback
152 Giant Flood
52 Draw
50 All Go
54 Power
50 All Curl

Triple Left
50 X Cross
Sneak
50 A/Z Go
51 Draw
50 H Flat
51 Trap
90 Z Quick Hitch

Bunch Trips
56 Stretch
50 A Corner
58 T Toss
50 Z Option
58 Toss Reverse
50 T Corner
H Swing Strong
Hail Mary

Shotgun Trey Left
50 A Under
50 A Post
QB Draw
50 X Go
50 T Cross

Ace
52 Zone Cutback
152 X/Z Out
56 Stretch
206 Z Comeback
58 T Toss
H Swing Strong
Sneak
90 X/Z Slant

Ace Trips
51 Trap
152 Bootleg T Cross
51 Draw
50 H Wheel
58 Sweep
152 All Go
50 Strong Flood
50 All Go
50 A Option

Pair Slot
52 Zone Cutback
50 Option
54 Inside Zone
152 X Under
152 T/Y Wheel
58 Guard Lead
90 Slants
Sneak

Tight Trips
152 Z Go
54 Power
152 Strong Flood
58 Toss
153 Bootleg Z Post
54 Inside Zone
90 X Quick Hitch

Empty Right
50 X Under
QB Draw
50 All Go
Sneak
50 T/Y Cross
90 Slants

I Jokers
90 Z Slant
Fake Iso Reverse
122 T Seam
122 Z Out
22 Iso
26 Stretch
122 Y/T Cross
24 Power

Weak I Jokers
26 Counter
Counter Bootleg T Cross
26 Counter Reverse
122 Z Post
27 Toss
24 Power
90 Z Fade

I Jokers Pair
28 Toss
124 Y Out
24 Iso
122 T Corner
26 Guard Lead
24 Power
90 X Slant

Strong I Jokers Pair
28 Counter
Counter Bootleg Y Out
28 Toss
122 Seam
26 Stretch
24 Iso
90 X Slant
24 Power

I Spread
26 Stretch
124 X/Z Out
22 Lead Draw
124 A Cross
22 Iso
122 All Go
28 Toss
90 X/Z Slant

Strong I Spread
122 X/Z Out
28 Toss
H Screen Strong
24 Iso
122 Strong Flood
24 Power
122 F Wheel
26 Stretch

Quads H Motion
132 A/X Option
32 Trap
132 All Go
32 Draw
90 X/Z Slant and Go
Sneak
90 X/Z Slant

Offense continued

Shotgun Split Spread

50 F Wheel
21 Draw
50 Z Corner
28 Sweep
50 Strong Flood
50 Triple Curl
QB Draw
90 X/Z Slant

I Jacks

122 T Cross
28 Toss
122 Bootleg Z Cross
26 Stretch
24 Inside Zone
122 Z Go
Sneak

Strong I Jacks

28 Toss
122 Y Cross
24 Iso
122 Power Flood
24 Power
26 Counter

Weak I Jacks

31 Trap
123 F Flat
27 Toss
122 Bootleg Y Cross
25 Stretch
23 Iso
123 Y Corner
Sneak

Trips F Motion

124 F Seam
24 Inside Zone
22 Zone Cutback
28 Toss
122 T Cross

Defense

Goal Line

GL Strong Zone
GL Cloud
GL Outside Slam 0
GL Strong Crash 0
GL Weak Zone
GL Blaze Twist 0
GL Weak Crash 0
GL Weak Flow

4-4

4 Cloud
2 Hard
Weak Fire Zone Blitz
3 Weak
Strong Blast 3
2 Soft
Strong Fire Zone Blitz
Key Zone
Strong Blast 1
All Blitz 0
Strong Blaze 0
Weak Crash 1
Double Indian Cover 0
Weak Blast 1
Rocket Blitz 0
Spear Cover 1

Nickel

Weak Fire Zone Blitz
Strong Blast 1
Weak Crash 1
Rocket Blitz 0
Combo Weak Man
Sting 2 Hard
2 Man
Middle Fire Zone Blitz
Combo Inside Zone
Weak Crash Cover 3
Weak Blast 4
Sting 1 Lock
Blaze Cover 0
Indian Weak Cover 1
Strong Fire Cover 0
Strong Indian 1

Dime

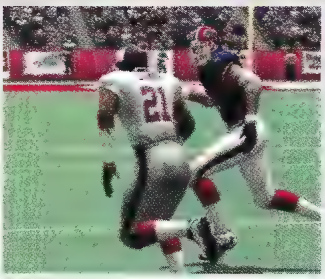
2 Soft
Weak Crash 1
Double Indian Cover 0
Spear Cover 1
Combo Weak Man
2 Man
Combo Inside Zone
Indian Weak Cover 1
Weak Sting 3
3 Robber
1 Dog the Dig
Cover 12
Middle Blast 1
Greyhound Cover 0
Strong Sting 1

Prevent

2 Soft
Weak Crash 1
Double Indian Cover 0
Spear Cover 1
Combo Weak Man
2 Man
Combo Inside Zone
Indian Weak Cover 1
Weak Sting 3
3 Robber
1 Dog the Dig
Cover 12
Middle Blast 1
Greyhound Cover 0
Strong Sting 1

The Giants are looking to make it back to the Super Bowl in 2002, and the offense will be led by the powerful double team on the ground. Get speedy Tiki Barber outside on 26 stretch and 28 toss. Pound the ball inside with Ron Dayne on 22 iso and 54 power.

Kerry Collins put up some impressive passing numbers in 2000 with over 3,600 yards passing and 22 touchdowns. His primary receivers are Ike Hilliard and Amani Toomer. Look for them on 90 X/Z slant and go, 152 Z out, and 90 X slant.



Tiki Barber is also a good asset coming out of the backfield—he caught 70 passes for 719 receiving yards last year. Look for him when the receivers are well covered downfield.

Linebacker Jessie Armstead led the team with 102 tackles. Select him as your player and let him flow to the ball to stuff the run. He can rush the passer effectively when you blitz. He came up with five sacks in 2000.

JACKSONVILLE JAGUARS

BY THE NUMBERS

Offense	87	Overall	86
Defense	88	2000 Season Record	7–9

DC Playbooks

Offense

I Tight

- Isolation
- Motion Get Away
- Quick Toss
- Motion Flat
- Dive
- Power Toss
- Outside Lead
- Motion Flood
- Motion Off Tackle
- Motion Lead

Ace

- Drag
- Cutback
- Curls
- Inside Zone
- Check Down
- Under
- Toss
- Slants
- Outside Zone
- Comeback

Double Right Slot

- Motion Dig
- Inside Zone
- Jaguar Fade
- Counter
- Boot Out
- Shallow Drag
- Toss
- Motion Corner
- Motion Trap
- Outs
- WR Screen
- Motion Zone
- Motion Out

Trey

- Corner
- Trap
- Motion Post
- Off Tackle
- Motion Cross
- Slant
- Post Corner
- Zone
- PA Boot Curl
- Flat

Trey Gun

- Motion Post
- Strong Flood
- Delay Off Tackle
- Teal In
- Stretch
- Quick Pick
- Out
- Off Tackle
- Motion Streak
- Motion Posts
- Vertical
- Switch
- Cross
- Slant

Weak I Doubles

- Fade
- Inside Lead
- Flood
- Counter
- Curls
- Toss
- Under
- Motion Lead
- Motion Comeback
- Sweep

Empty Gun

- Switch
- Inside
- Jaguar Flood
- Corner
- Comeback
- Vertical

Jags I

- Isolation
- Flat
- Inside Lead
- Dig
- Predator
- PA Post Corner
- Weak Lead
- Motion Post Corner
- Motion Trap
- PA Post
- Prowl
- Motion Post
- Strong Lead
- Cross

Defense

4-3 Cover

- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz

- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4

- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover

- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz

- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd

- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime

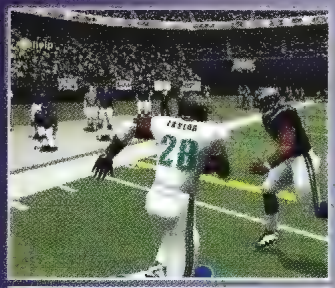
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd

- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line

- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone



Establish a strong running game with running back Fred Taylor. On the I tight→quick toss, he barrels over the defenders.

Get the ball in the air and let Keenan McCardell get it. Use double right slot→Jaguar fade. Deliver the ball early before the defense can close in on this dangerous receiver.

Jaguars receiver Jimmy Smith caught 91 passes for the team in 2000, eight of them for touchdowns. Get him the ball on weak I doubles→fade as he makes his cut downfield. If you hit him in stride, you'll get a nice run after the catch.

Veteran linebacker Hardy Nickerson anchors the middle of the defense. He will make the big hit when you need it.

PS2 Playbooks

Offense

Ace
56 Stretch
152 Bootleg Cross
54 Inside Zone
50 X/Z Go
52 Zone Cutback
152 X/Z Out
Sneak
80 X/Z Stop

Pair Slot
50 X/Z Wheel
58 Toss
50 X/Z Post
56 Counter
152 T Corner
54 Inside Zone
50 Y/T Cross
52 Zone Cutback

I Pro
26 Stretch
122 X/Z Go
22 Lead Draw
50 X/Z out
22 Zone Cutback
32 Dive
90 X/Z Stop
24 Iso

Doubles
54 Inside Zone
50 All Curl
58 Toss
50 A Under
56 Stretch
H Screen Weak
50 All Go
90 Slants/Flats

Shotgun Doubles Right
50 T/A Cross
52 Draw
50 Z Post
52 Trap
50 A Option
50 All Go
50 Strong Flood

I Spread
28 Toss
50 Triple Curl
26 Stretch
90 Quick Stop
22 Lead Draw
50 A Under
22 Iso
50 X/Z Go

I Spread I
122 A Corner
23 Lead Draw
122 Z Under
Fake 26 Stretch Reverse
122 X Go
90 X Fade

Strong I Pro
122 Z Option
58 Toss
122 Bootleg Cross
22 Iso
26 Stretch
24 Inside Zone
90 X/Z Stop
28 Toss

Trey
58 Toss
50 A/Z Go
54 Inside Zone
Hail Mary
56 Stretch
50 Power Flood
52 Zone Cutback
H Screen Weak
90 All Stop

Shotgun Trey Left
50 Stop/Corner
50 X/Z Go
52 Trap
50 Y/A Out
50 Power Flood
58 Toss
52 Draw

Ace Trips
152 Bootleg Z Go
Fake Inside Zone Reverse
H Screen Weak
56 Stretch
50 Z Option
90 X/Z Slant

Tight Triple
56 Stretch
152 T Corner
52 Zone Cutback
152 Strong Flood
54 Inside Zone
50 All Curl
52 Draw
90 X/Z Out

Weak I Pro
25 Guard Lead
124 X Out
22 Zone Cutback
124 Z Post
24 Inside Zone
90 X/Z Slant

Triple
H Screen Weak
58 T Toss
152 A Under
54 Inside Zone
50 All Go
50 Z Under
56 Stretch
90 X/Z Slant

Shotgun Triple Left
50 X Post
52 Trap
50 X/Z Out
52 Draw
50 A Under
QB Draw
Hail Mary

Empty Tight
50 T/A Cross
50 A Option
QB Draw
50 X/H Wheel
90 X/Z Slant

I Twins
22 Zone Cutback
50 Z Out
32 Dive
122 T Cross
26 Stretch
122 X/Z Curl
22 Iso
50 X/Z Go

Strong I Twins
22 Lead Draw
122 Z Wheel
Fake 24 Iso Reverse
122 T Option
24 Iso
122 All Go
Sneak

Quads
90 All Stop
58 Toss
50 Strong Flood
54 Inside Zone
50 Z Under
90 Slants/Flats
52 Draw
50 X/Z Out

Shotgun Quads Left
50 All Go
52 Draw
50 X Post
52 Trap
50 Y/A Cross
90 X/Z Slant

I Jokers
28 Toss
90 Z Slant
22 Zone Cutback
122 Z Go
24 Inside Zone
24 Iso
122 T/Y Cross
Sneak
122 Z Out

Weak I Spread
27 Toss
152 X/Z Out
23 Inside Zone
123 Bootleg Corner
21 Zone Cutback
50 All Go
21 Lead Draw
90 X/Z Stop

Offense continued

I Jokers Pair
23 Iso
122 Y/T Cross
22 Zone Cutback
122 X Go
28 Toss
122 Z Cross
26 Stretch
90 X Slant

Strong I
28 Toss
122 Z Post
26 Stretch
122 Strong Flood
22 Iso
Sneak
90 Z Stop

Weak I
Sneak
122 X Out
26 Guard Lead
122 T Corner
28 Toss
24 Iso
122 Z Post

Strong I
24 Inside Zone
122 X Dig
28 Toss
122 X Corner
22 Zone Cutback
122 Power Flood
Sneak

Defense

Goal Line
GL Strong Zone
GL Cloud
GL Strong Crash 0
GL Spear 0
GL Weak Zone
GL Weak Blast 0
GL Weak Crash 0
GL Indian Weak 0

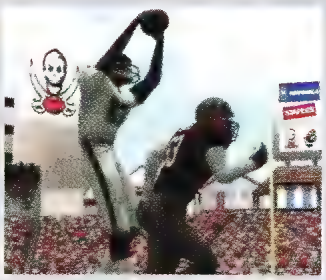
4-3
2 Hard
3 Strong
4 Cloud
3 Weak
Weak Crash
Key Zone
2 Man
3 Robber
Strong Fire Zone
Strong Spear Zone
All Blitz
Rocket Strong
Force Fire
Strong Blast 2H
Double Indian
Blaze Twist Cover
Combo Inside Zone

Nickel
4 Cloud
3 Weak
2 Man
3 Robber
All Blitz
Force Fire
2 Soft
Spear Cover 3
Strong Crash Cover 3
Combo Inside Zone
Open Fire Zone Blitz
Tight Fire Zone Blitz
Blaze Cover 0
Weak Sting 0
Strong Crash Cover 1
Strong Fire Cover 0

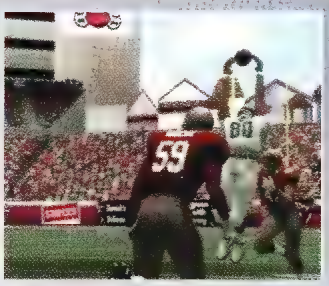
Dime
4 Cloud
2 Man
Double Indian
Combo Inside Zone
Combo Strong Zone
3 Buzz
Greyhound Cover 0
Strong Sting 1
Rocket Weak 0

Prevent
2 Hard Odd
Weak Sting Odd
Combo Zone Odd
Cover 12 Odd
Weak Zone Blitz Odd
Sting Zone Blitz Odd
Blaze Twist Odd
Force Fire Odd

Fred Taylor had a good year in 2000. He ran for 1,399 yards and piled up 4.8 yards per carry. Get Taylor outside quickly and follow your blockers. Use 58 toss, 26 stretch, and 24 iso to establish a strong ground game.



Keenan McCardell is one of your big-play receivers. Get the ball in the air and let him come down with it. Your other big receiver is Jimmy Smith. Both receivers came down with more than 90 catches and 1,200 yards each last year. Get them the ball on 50 Y/T cross, 90 X/Z stop, and 50 all go.



The tight end is a big part of the Jaguars offense. Look for Kyle Brady on 50 T/A cross and 122 T cross. He splits the zone, and his size helps run over linebackers.

To rush the passer, select defensive end Tony Brackens. He led the team with 7.5 sacks in 2000. Call line stunts to free him to get into the backfield.

JETS

BY THE NUMBERS

Offense	85	Overall	88
Defense	83	2000 Season Record	9–7

DC Playbooks

Offense

Bunch
Post
Lightning Zone
Scatter
Motion Toss
Stealth Counter
Boost
Scissors
Toss

Split Queen I
Fade
FB Lead
Jet Wash
Trap
Tomcat
Outs
Lead Draw
Motion Flare Screen
HB Outside
FB Flare
Posts

Jumbo I
Zone
Motion Zone
Motion Slant
Motion Power Lead
Motion Isolation
Shift Roll Out

I Twins
Isolation
In
Cutback
Accelerate
Power Toss
Motion Cutback
Motion Post Corner
Green Zone
PA Slant
Lead
Motion Lead

I
Lead
Flat
Counter
Angle
Sidewinder
Motion Power Toss
In
Outside Lead

Double I
Draw
Corner
Dive
Clear Under
Cutback
Slants
Trap
PA Screen
G Lead
Hornet
Under
Intruder Zone

Double Right Slot
Enola Gay
Flare Screen
Warthog
Motion Flood
Fade
Aurora
Motion Toss
In and Out

Empty
Eagle
Curls
Harrier
Comeback
Blackbird
Jet Fuel
Agile Slant
Tornado
Shift PA Slants
Inside Out
Under

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

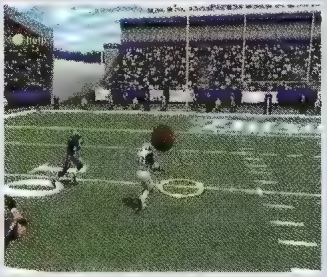
Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Running back Curtis Martin rushed for over 1,000 yards last year, the sixth time in his career that he's topped that milestone. Get the ball into his hands outside with I→motion power toss.



To beat a zone defense, overload the zone and send a lot of receivers to one side of the field. This is accomplished with the bunch formation that the Jets employ. Get the ball to Laveranues Coles on the bunch→post play.

Rookie wideout Santana Moss has got speed to burn. Get him the ball deep with double right slot→aurora. Use the maximum passing setting to overthrow the receiver and let him run underneath it. I twins→accelerate gets the ball to veteran receiver Wayne Chrebet. In 2000, he had 69 catches with eight touchdowns.

The Jets defense can get to the quarterback. Use the nickel cover package when the offense is in obvious passing downs. This set of defenses is a good combination of downfield coverage and pressure on the QB.

PS2 Playbooks

Offense

I Jokers
122 Y/T Cross
28 Toss
122 X Corner
26 Guard Lead
122 Z Go
22 Iso
90 Z Stop

Strong I Jokers
122 Power Flood
24 Iso
122 T Cross
26 Stretch
90 Z Slant
28 Toss
Sneak
122 Y Option

I Pro
90 X/Z Stop
22 Iso
122 T Hook
22 Lead Draw
122 X/Z Go
Sneak
122 X Dig
28 Toss

Doubles
50 All Go
58 Toss
50 Z Under
56 Stretch
50 X Post
54 Inside Zone
90 X/Z Slant
52 Draw

Empty
50 Curl/Flats
50 Strong Flood
QB Draw
50 X/Z Go
90 Slants/Flats

Ace
152 X Dig
52 Zone Cutback
50 Strong Flood
54 Inside Zone
50 X/Z Go
56 Stretch
90 X/Z Stop

Four Slot
H Screen Weak
58 Toss
152 Z Out
54 Inside Zone
152 X/Z Go
Sneak
90 X/Z Stop
52 Zone Cutback

Strong I Pro
H Screen Weak
22 Lead Draw
122 X Cross
26 Stretch
122 X/Z Out
28 Toss
90 X/Z Slant
24 Iso

Triple
50 All Go
54 Inside Zone
50 X/Z Out
56 Guard Lead
152 A Out
Hail Mary
52 Draw
90 X/Z Stop

Doubles H Motion
90 X/Z Slant
32 Draw
50 T/Z Option
34 Inside Zone
50 All Go
F Screen Weak

Tight Triple
152 X Dig
54 Inside Zone
50 X/Z Go
56 Stretch
50 Power Flood
52 Draw
90 X/Z Slant

Weak I Pro
122 Z Cross
27 Toss
122 X Corner
22 Zone Cutback
122 X/Z Wheel
24 Iso
90 X/Z Slant
26 Stretch
122 X/Z Curl
24 Inside Zone
H Screen Weak
50 X/Z Out

Quads
50 All Go
50 Double Cross
52 Draw
50 X/Z Out
152 Y/A Option
Hail Mary

Trey
50 X/A Cross
52 Draw
50 A/X Go
56 Counter
50 Z Under

Empty Open
50 X/Z Go
50 Strong Flood
QB Draw
50 Curl/Flats
90 Slants/Flats

Maps
52 Zone Cutback
50 Stop/Corner
54 Inside Zone
50 Strong Flood
56 Stretch
Hail Mary
90 X/Z Slant

Split Pro
F Screen Strong
Sneak
50 T/Z Option
22 Lead Draw
90 X/Z Stop
32 Draw
50 All Go

Shotgun Doubles Left
52 Draw
50 T/Z Cross
H Screen Weak
50 A/X Cross

Shotgun Triples Left
50 X/Z Go
52 Draw
50 X Dig
50 Strong Flood

I Wing
28 Toss
122 F Flat
22 Iso
122 Y/T Cross
26 Stretch
122 T Corner
26 Guard Lead

Weak I Jokers
23 Iso
122 T Corner
25 Stretch
122 Y/T Cross
27 Toss
90 Z Slant

Offense continued

I Twins

122 Z Cross
26 Stretch
122 T Corner
24 Power
122 X/Z Wheel
22 Iso
90 X/Z Slant

Weak I Twin

122 X Cross
26 Stretch
122 Z Out
22 Lead Draw
122 Strong Flood
22 Zone Cutback
90 X/Z Slant

Shotgun Quads Right

50 Jets Flood
56 Counter
50 X/Z Out
52 Draw
H Screen Weak
Hail Mary

Defense

Goal Line

GL Cloud Strong
GL Strong
GL Weak
GL Cloud
GL Combo Man
GL Strong Crash
GL Weak Crash
GL Middle Blast
Spear Strong 0

4-3

2 Hard
Cover 3
3 Weak
Cover 4
Weak Crash
Key Zone
Sting 3
Strong Blast
Weak Fire Zone Blitz
All Blitz 0
1 Robber
Strong Blast Crash 0

Nickel

2 Hard
Cover 3
3 Weak
Weak Crash
Key Zone
Sting 3
Strong Blast
Weak Blast 1
Blaze 2
Strong Fire Zone Blitz
Sting Fire 0
Weak Fire Zone Blitz
Sting 2 Soft
Blast 2H
Bulldog 3 Sky
Strong Cover 3
Sting 1 Auto
Blaze Cover 0
Double Indian Cover 0
Weak Blast Cover 2
Strong Sting 0
Weak Fire Cover 0

Dime

2 Hard
2 Man
3 Robber
1 Dog the Dig
Cover 8
Cover 12
Combo Weak Man
Combo Strong Man
Bulldog Cover 1
Hound Dog Cover 1
Greyhound Cover 0
Strong Sting 1
Middle Blast 1 Combo
Double Inside 2H
Rocket Hammer
Under Swap

Prevent

2 Hard
2 Man
3 Robber
1 Dog the Dig
Cover 8
Cover 12
Combo Weak Man
Combo Strong Man
Bulldog Cover 1
Hound Dog Cover 1
Greyhound Cover 0
Strong Sting 1
Middle Blast 1 Combo
Double Inside 2H
Rocket Hammer
Under Swap

Curtis Martin is your main weapon on the ground. Get the ball outside and turn the corner quickly. The key to running outside is to make the first tackler miss; if you can shed the first tackler with a stiff arm or a special move, you can spring the run for big yards. Use 28 toss, 56 stretch, 26 stretch, and 58 toss.

Wayne Chrebet is your main target with the passing game. In 2000, he came down with 69 receptions and 937 yards. Look for him to get open on 50 Jets flood, 50 all go, and 152 X dig.

Your other big target in the passing game is rookie receiver Santana Moss. Moss has speed to burn. Get him downfield on Hail Mary and 90 X/Z stop. Let Vinny Testaverde air the ball out, and Moss runs underneath it.

When you want to stuff the run, select Marvin Jones. He led the team with 133 tackles last year. When it's time to go after the quarterback, select linebacker Mo Lewis. He came up with 10 sacks in 2000.

LIONS

BY THE NUMBERS

Offense	85	Overall	81
Defense	88	2000 Season Record	9–7

DC Playbooks

Offense

Pair Right

Wheel
Slant
Slot Out
Stick
Vertical
X Out
Stair Step Outs

I Pair

Motion Lead
Power Lead
Valor
Motion Off Tackle
Isolation
PA Vertical
QB Sneak
PA Out
Off Tackle

Double Left Slot

Shovel Pass
Roar Zone
Middle Curls
Quick Draw
Stop
Courage
Stacked Zone
Under

Split Queens

Motor City Slants
Out
In
Curl
Comeback
Under

Ace

PA Screen
Inside Zone
PA Get Away
Motion Cutback
Lion Curls
Silver Zone
Fierce Slant
Draw
PA Z Post

I

Fade
Misdirection
Blue Curl
Counter
Flat
PA Verticals
Isolation
PA Out
Lead
Motion Flat
Weak Lead
Ferocious Vertical

Trey

Inside Out
Boot Get Away
Strong Zone
In
Flat
Motion Wheel
Out
Toss
Motion Verticals
Motion Slants
Wheel
Verticals

Weak I

FB Give
King Fade
Draw
Shift PA Dig
Cutback
Lead
Comeback
FB Trap
Shift PA Boot Vertical
Quick Silver
Shift Zone Slash
Shift FB Counter
Curls
Combat Zone
Weak Lead

Defense

4-3 Cover

Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz

Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4

Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover

Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz

Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Slash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd

Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Slash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime

Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

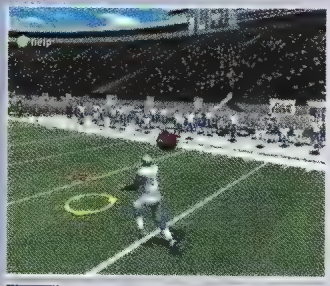
Dime Odd

Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line

Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

With James Stewart at running back and a strong offensive line, dominate the line of scrimmage with a power running game—use plays up the middle like I pair→power lead.



The Lions have a strong receiving corps, so spread around the ball. With pair right→wheel, wait for Herman Moore to make his cut upfield, then deliver the ball. In 2000, the receivers were led by Johnnie Morton, who brought down 61 passes, three of them for touchdowns. Get him the ball with plays like double left slot→courage.

With pair right→X out, give David Sloan breathing room. If you force the ball into the tight end when he has a linebacker draped on top of him, there's no way for him to turn upfield and gain positive yardage. With split queens→in, the receivers are bunched up on the left side of the field. Germane Crowell is the intended target, and can come out of the pack with the ball.

The Lions have a good corps of linemen and linebackers. Use the standard 4-3 cover package to pressure the QB. Linebacker Allen Aldridge breaks into the backfield on this run to stuff the play early. In passing situations, use any of the nickel cover defenses. Defensive end Robert Porcher can get at the quarterback to apply the pressure.

PS2 Playbooks

Offense

I Twins
- 26 Stretch
- 122 X Curl
- 24 Inside Zone
- 122 X/Z Wheel
- 26 Guard Lead
- 122 T Corner
- 22 Iso
- 90 X/Z Stop

Ace
- 52 Zone Cutback
- 153 Bootleg Z Cross
- 54 Inside Zone
- 152 All Go
- 58 Toss
- 50 Y/T Option
- 56 Stretch
- 90 X/Z Slant

I Pro
- 28 Toss
- 50 X/Z Curl
- 22 Iso
- 122 All Go
- 22 Zone Cutback
- 122 X Dig
- 22 Lead Draw
- 90 X/Z Slant

Doubles
- 90 All Slant
- 52 Draw
- 152 All Go
- 56 Stretch
- 50 Z Under
- 152 A/X Wheel
- 58 T Toss
- H Screen Weak

Doubles Left
- 50 T Out
- 51 Draw
- 50 A Cross
- 51 Trap
- 50 A Post
- 50 All Go
- Sneak
- 90 X/Z Slant

Weak I Twins
- 22 Lead Draw
- 122 All Curl
- 32 Trap
- 122 X Corner
- 24 Iso
- 50 X Out
- 28 Toss
- 90 X/Z Slant

Ace Z In
- 50 X Go
- Fake Inside Zone Reverse
- 152 X Corner
- 54 Inside Zone
- 152 Z Under
- 58 Toss
- 50 T Option
- 52 Trap

Split Pro
- 128 X Comeback
- 37 Sweep
- 50 Strong Flood
- 32 Trap
- 90 Slants/Flats
- 21 Trap
- 50 All Curl
- 28 Sweep

Triple
- 152 All Go
- 52 Trap
- 50 Y Cross
- 52 Zone Cutback
- 50 X/Z Out
- 50 All Curl
- 54 Inside Zone
- 90 F Stop

Shotgun Trips
- Hail Mary
- QB Draw
- 50 X/Z Out
- 50 A Option
- 52 Draw
- 50 X Go
- 52 Trap
- H Screen Weak

Split Twins
- 132 Bootleg X/Z Cross
- 28 Sweep
- 50 Curl/Flat
- 32 Trap
- 206 Z Out
- Sneak
- 50 F Wheel

Tight Triple
- 52 Trap
- 152 Strong Flood
- 54 Inside Zone
- 50 Strong Flood
- 56 Stretch
- 50 X Post
- 58 T Toss
- 90 X/Z Slant

Weak I Pro
- 25 Stretch
- 122 Bootleg T Cross
- 26 Counter
- 123 Bootleg Z Out
- 24 Inside Zone
- 50 X/Z out
- Sneak
- 50 All Curl

Trey
- 52 Draw
- 50 Y/A Cross
- 52 Trap
- 50 X/Z Out
- 56 Stretch
- 50 A Option
- Hail Mary
- 152 X Post

Trey Left
- Hail Mary
- 51 Draw
- H Shovel
- 52 Trap
- 50 Strong Flood
- 90 X Quick Hitch

Weak Twins
- 122 Bootleg Z Out
- 22 Trap
- 50 H Wheel
- 34 Lead
- 50 Curl/Flat
- Sneak
- 90 X/Z Stop

I Spread
- 122 X Dig
- 22 Iso
- 122 A Cross
- 22 Lead Draw
- 122 Z Under
- 26 Stretch
- 122 All Go
- 22 Zone Cutback

Sneak
- 52 Trap
- 50 X/Z Out
- QB Draw
- 152 Stop/Corner
- 58 T Toss
- 152 All Go
- 52 Draw
- 90 Slants/Flats

Quads Right
- 50 Y/A Option
- 52 Draw
- H Screen Strong
- 52 Trap
- 50 H Wheel
- 50 A Cross
- 50 All Go
- Hail Mary

Shotgun Spread
- 50 A Under
- 52 Draw
- H Screen Weak
- QB Draw
- 50 Y/A Option
- 50 All Go
- 52 Trap
- Hail Mary

I Jokers
- 24 Inside Zone
- 122 T Seam
- 26 Stretch
- 122 Y Cross
- 22 Iso
- Sneak
- 40 Z Fade
- 28 Toss

Strong I Spread
- 206 Z Out
- 26 Stretch
- 122 A Corner
- 24 Iso
- 122 Strong Flood
- 22 Zone Cutback
- 50 All Curl
- 32 Trap

Bunch
- 50 X Go
- 52 Draw
- 50 Y Flat
- 54 Inside Zone
- 50 Z Under
- 90 X Slant
- 58 T Toss
- H Screen Weak

Offense continued

Split Spread

50 A Corner
32 Draw
50 X Dig
34 Dive
50 All Go
28 Sweep
21 Trap

I Jokers Pair

28 Toss
122 T Cross
22 Iso
122 Z Under
22 Zone Cutback
50 X/Z Go
26 Stretch

Shotgun Split Spread

50 X/Z Curl
32 Trap
50 H Wheel
21 Draw
50 A Cross
50 Z Go
Hail Mary

Strong I Jokers Pair

122 T Corner
24 Power
124 Strong Flood
28 Toss
124 Y Out
24 Iso
56 Stretch

Defense

Goal Line

GL Cloud
GL Strong Zone
GL Steeler Blitz
GL Indian Strong
GL Weak Zone
GL All Blitz
GL Weak Crash
GL Weak Indian

4-3

Key Zone
3 Weak
2 Hard
Combo Inside Zone
Weak Blast 3
Weak Zone Blitz
Cover 3
4 Sky
Strong Fire 0
Weak Fire 0
Strong Blast 1
Strong Crash
Spear Cover 1
All Blitz 0
Double Indian
Middle Blast 1

Nickel

Key Zone
2 Hard
Combo Inside Zone
Weak Zone Blitz
Strong Blast 1
All Blitz 0
Double Indian
Fire Zone Blitz
Strong Crash Cover 3
2 Man
3 Robber
Blaze Twist Cover 0
Sting Blitz Cover 1
Weak Blast 1
Weak Crash 1
Indian Weak Cover 1

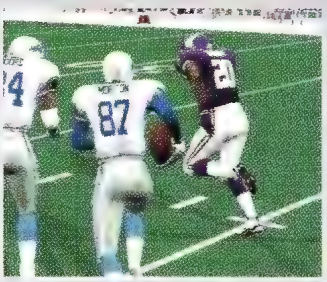
Dime

Combo Inside Zone
Spear Cover 1
All Blitz 0
Double Indian
2 Man
Weak Crash 1
1 Dog the Dig
Middle Zone Blitz
Outside Zone Blitz
Strong Sting 2H
Weak Sting 2 Hard
Cover 12
Greyhound Cover 0
Open Fire 0
Tight Fire 0
Middle Fire 1

Prevent

Combo Inside Zone
Spear Cover 1
All Blitz 0
Double Indian
2 Man
Weak Crash 1
1 Dog the Dig
Middle Zone Blitz
Outside Zone Blitz
Strong Sting 2H
Weak Sting 2 Hard
Cover 12
Greyhound Cover 0
Open Fire 0
Tight Fire 0
Middle Fire 1

James Stewart is the primary running back for the Lions. Pound the ball inside with plays like 24 iso, 52 zone cutback, and 51 trap. A strong running game opens the play action pass.



Germane Crowell, Johnnie Morton, and Herman Moore are the three big receivers for the Lions. Spread the ball evenly between the three on plays like 152 A/X wheel, 90 X/Z slant, and 50 strong flood.

A big part of football is special teams play. Desmond Howard is one of the premier kick returners in the NFL. In 2000 he averaged more than 24 yards per return and broke a long one for 70 yards.

On defense, select linebacker Stephen Boyd to step up and defend the run. He led the team with 139 tackles in 2000. To pressure the quarterback, select defensive end Tracy Scroggins or Robert Porcher. The two pass rush specialists can get through the line and meet at the quarterback for the sack.

PACKERS

BY THE NUMBERS

Offense	85	Overall	87
Defense	83	2000 Season Record	9–7

DC Playbooks

Offense

Trey
Fade
Draw
Curl
Toss
Angle
Slant
PA Post
Inside Zone
Flat
Flare
Zone

Split Queen
Wheel
Lead Draw
Middle Screen
Outside Lead
Flare
Comeback

Split
Flat
Curl
G Lead
Stop
Angle Blur
Vertical
Slant

Split Back
Flats
Curl
Draw
Check Down
Bingo
Verticals
Up and Away
Slant
In

Doubles Base
Inside Out
Comeback
Draw
Hitch
Slant
Z Comeback
Curl
Streaks

Double Right Slot
G Lead
Flat
Cutback
Drag
Counter
Motion X Under
Motion Toss
Motion Under
Inside Zone
Packers In
Curls
Zone
Option

I
Inside Blast
Wrecking Ball
PA In
Motion Counter Toss
FB Give
VL Toss
Power Lead
PA X Post
Misdirection
Lead Dive
PA Comeback
Weak Toss
Out
Weak Lead

I Twins
Leads
PA In
Isolation
PA Boot Corner
Cutback
PA X Post
Power Lead
PA Post
Bullet

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

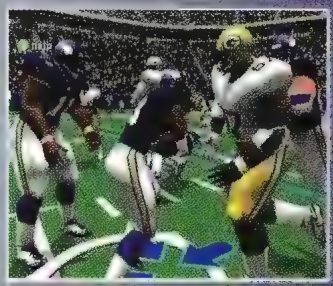
Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Use Ahman Green to establish a strong running game. I→misdirection is a good play; there should be a big hole on the left-hand side of the screen.

Split queens→middle screen will work best if the cornerbacks are playing off the ball. If they are up on the line, your receiver will get clobbered for little or no gain.

Wideout Antonio Freeman can be a big asset to your offense. In 2000 he picked up 62 catches for 912 yards and nine touchdowns. Try trey→fade to get him the ball. Spread the ball around and use tight end Bubba Franks. Split→vertical will do well for you.



Use the 3-4 package to help stuff the run. Russell Maryland can really clog up the middle. To pressure the quarterback, use the 4-3 blitz and nickel blitz packages. If you have control of a lineman, time your jump and swat down the pass before it ever crosses the line of scrimmage.

PS2 Playbooks

Offense

Ace
90 Slants/Flats
52 Zone Cutback
152 Z Post
54 Inside Zone
50 Curl/Flats
152 All Go

I Spread
122 All Go
26 Stretch
90 X/Z Stop
22 Zone Cutback
122 Z Dig
22 Lead Draw
122 X/Z Curls

I Pro
22 Iso
122 X/Z Go
22 Lead Draw
122 T Out
26 Stretch
122 Z Dig
24 Power
90 X/Z Stop

Doubles
90 All Slant
50 A Cross
50 Stop/Corner
152 All Go
52 Draw
50 Z Under
54 Inside Zone

Shotgun Doubles
50 Power Flood
51 Trap
H Screen Strong
51 Draw
50 Z Out
50 All Go

Ace Trips
56 Counter
153 Bootleg Corner
52 Draw
90 X/Z Slant
50 All Go
52 Zone Cutback
50 Z Out

I Spread Z In
26 Stretch
122 Z Under
Fake Iso Reverse
H Screen Weak
28 Toss
122 Z Post

I Pro Z In
24 Inside Zone
124 T Corner
Fake Inside Reverse
122 X Go
22 Iso
32 Dive
H Screen Weak
122 Z Under

Triple
50 Overload
58 Toss
H Screen Weak
56 Stretch
90 X/Z Slant
52 Zone Cutback
50 All Go
52 Draw

Shotgun Triple
50 A/Z Wheel
51 Draw
50 A Option
51 Trap
50 T Cross
50 X Out

Pair Slot
50 All Go
52 Draw
152 Bootleg Cross
56 Counter
H Screen Strong
52 Zone Cutback
90 X/Z Stop

Strong I Spread
26 Stretch
124 All Go
24 Inside Zone
90 X/Z Stop
28 Toss
50 X/Z Out
24 Iso

Strong I Pro
50 F Flat
28 Toss
50 X/Z Slant and Go
24 Inside Zone
90 X/Z Slant
26 Counter
122 T Option
26 Stretch

I Jokers
26 Stretch
122 T Seam
Sneak
122 Z Out
28 Toss
22 Zone Cutback
90 Z Stop
32 Dive

Shotgun Trey
50 All Curl
51 Draw
50 Over Flood
51 Trap
50 All Go
H Screen Weak
50 X Cross
Hail Mary

Trey
50 X Cross
52 Draw
50 Over Flood
54 Inside Zone
152 All Go
90 All Slant
Hail Mary

Weak I Spread
27 Toss
F Screen Weak
25 Guard Lead
50 Z Under
26 Stretch
90 X/Z Slant

Weak I Pro
50 Z Go
25 Stretch
26 Counter
22 Zone Cutback
50 X Under
F Screen Weak
23 Inside Zone
90 X/Z Slant

Quads Left
Hail Mary
51 Trap
50 Y/X Wheel
51 Draw
50 A Cross
50 All Go
90 X/Z Slant

Shotgun Quads
H Screen Strong
52 Draw
50 Stop/Corner
52 Trap
50 X/Z Corner
50 All Go
Hail Mary

Strong I Jokers
24 Inside Zone
122 Y Corner
28 Toss
122 T Cross
26 Counter
26 Stretch
90 Z Fade
24 Power

Split Spread
50 A Cross
32 Lead Draw
132 All Go
23 Trap
50 Strong Flood
50 Z Post
26 Counter
90 X/Z Slant

Split Pro
22 Zone Cutback
50 H Wheel
Sneak
F Screen Strong
22 Lead Draw
24 Counter
50 Strong Flood
32 Trap
90 X/Z Stop

Offense continued

Quads
90 All Slant
52 Zone Cutback
50 Curl/Flats
54 Inside Zone
50 Y/A Option
50 All Go
52 Draw
H Screen Strong

Shotgun Split Fru
50 F Swing
33 Draw
50 Z Under
22 Draw
50 T Corner
50 T Seam

I Jokers Pair
124 T Corner
26 Stretch
122 Y Out
24 Inside Zone
122 F Flat
28 Toss

I Twins
26 Stretch
122 X/Z Wheel
28 Toss
122 T Option
22 Zone Cutback
32 Trap
90 X/Z Slant

Tight Triple
152 Y Out
54 Inside Zone
152 Bootleg Out
56 Stretch
152 X/Z Go
56 Counter
90 X/Z Slant
56 Guard Lead

Shotgun Bunch
50 Z Under
51 Trap
50 Over Flood
51 Draw
50 X Go
50 Y Corner
50 Y Flat

Defense

Goal Line
GL Cloud
GL Strong Zone
GL Steeler Blitz
GL Indian Strong
GL Weak Flow
GL Weak Crash
GL Middle Blast
GL Weak Indian

4-3
3 Weak
4 Cloud
2 Hard
Key Zone
Spear Cover 3
Strong Blast 3
2 Soft
Weak Blast 2H
Strong Blast 1
All Blitz 0
Force Fire 0
Strong Fire Cover 0
Spear Cover 1
Weak Crash 1
Tight Fire 0
Strong Indian 1

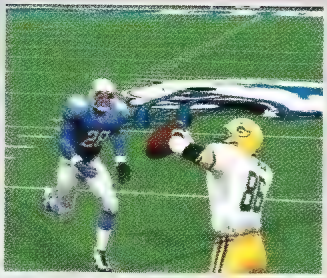
Nickel
3 Weak
2 Hard
All Blitz 0
Weak Crash 1
Strong Indian 1
4 Sky
2 Man
1 Dog the Dig
Sting 2 Hard
Combo Inside Zone
Weak Blast 4
Weak Blast 1
Sting Blitz Cover 1
Rocket Blitz 0
Blaze Twist Cover 0
Double Indian Cover 0

Dime
4 Cloud
2 Hard
2 Soft
All Blitz 0
Spear Cover 1
Weak Crash 1
2 Man
Sting 2 Hard
Combo Inside Zone
Double Indian Cover 0
3 Robber
Cover 12
Weak Sting 1
Greyhound Cover 0
Middle Fire 1
Weak Fire 0

Prevent
4 Cloud
2 Hard
2 Soft
All Blitz 0
Spear Cover 1
Weak Crash 1
2 Man
Sting 2 Hard
Combo Inside Zone
Double Indian Cover 0
3 Robber
Cover 12
Weak Sting 1
Greyhound Cover 0
Middle Fire 1
Weak Fire 0

The running game features running back Ahman Green and fullback William Henderson. Henderson might not get as many yards as Green, but he's a good blocker. Get Green behind Henderson on 24 power and follow him through the hole.

Ahman Green is a good receiver, too. Go to him on designed screen plays like H screen weak or whenever no one is open downfield.



Bill Schroeder and Antonio Freemen were Brett Favre's favorite targets in 2000. Get them the ball on plays like 122 Z under, 90 X/Z slant, and 50 A option.

The Packers don't have one dominant pass rusher who can pile on the sacks, but they have a number of players who can get to the quarterback. Select from John Thierry, Santana Dotson, and Vonnie Holliday. Mix up your defensive line wrinkles (pinch, stunt, etc.) to get one of these pass rushers free and into the backfield.

PANTHERS

BY THE NUMBERS

Offense	76	Overall	82
Defense	70	2000 Season Record	7–9

DC Playbooks

Offense

Trey
- Motion Flood
- Toss
- Flat
- Draw
- Cross
- Slants
- Cat's Eye Zone
- Motion PA Flood
- Trap
- Weak Screen
- Zone Slice Cutback
- Verticals

Quads
- PA Post
- Cutback Trap
- Out
- Strong Toss
- Quick Hitch
- Wheel
- Under
- Zone Cutback
- Sprint Out
- Go Screen

Ace
- PA Boot Release
- Blue Zone
- Outs
- Draw
- PA Crosses
- Counter Zone
- PA Verticals
- Counter Trap

I
- PA Flat
- Lead
- PA Drag
- Isolation
- Curl
- Motion Screen
- Zone
- PA Post Corner
- Lead Draw
- PA Seam
- Lead Toss
- Slant

Empty
- Crosses
- Double Smash
- QB Sneak
- All Hitch
- All Curls
- Slot Out
- Slants
- Crosses
- Out

I Queens
- FB Decoy Zone
- PA Verticals
- Pitch
- PA Hook
- Lead Draw
- PA Deep Drag
- Zone Misdirection
- Comeback
- FB Lead
- Curl

Double Right Slot
- PA Dig
- Motion Toss
- PA Boot Out
- Draw
- Vertical
- Sprint Corner
- Slash Zone
- Screen
- Baited Trap
- PA Under
- Mirror Outs
- Isolation Zone

Split
- All Curl
- Fang Toss
- Hitch
- Draw
- Corner
- Vertical
- Silver Trap
- Under

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Slash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

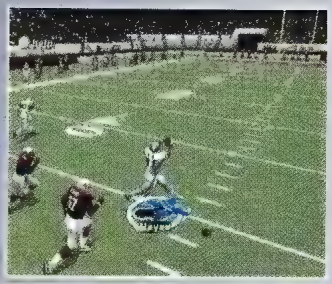
Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Slash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

A good offense starts with a good running game. To produce one in Carolina, rely on Tim Biakabutuka. Get him outside on the I→lead toss and follow your blockers.



Donald Hayes pulled in 66 catches in 2000. Look for him on quads→PA post. If you've got the running game working with Biakabutuka, this play will work better because the defense will be sucked in by the fake handoff.

Call ace→outs when you want to complete a pass along the sideline to Muhsin Muhammad and stop the clock. Look for tight end Wesley Walls on the I→PA drag. This play works well around the goal line.

Do not call many blitz packages with the Panthers. Their front four get through the line on their own. Here defensive end Mike Rucker busts into the backfield to bring down the running back for a loss on a 4-3 cover→cover 2 defense.

PS2 Playbooks

Offense

I Spread
22 Iso
122 X/Z Out
22 Lead Draw
122 All Go
50 A Cross
28 Toss
90 X/Z Slant

I Twins
50 T Corner
28 Toss
50 Z Cross
26 Stretch
90 X/Z Slant
22 Lead Draw
22 Iso

I Pro
122 T Option
22 Lead Draw
122 All Go
28 Toss
50 X/Z Out
22 Iso
90 X/Z Slant

Triple
50 Z Under
52 Zone Cutback
50 X Out
54 Inside Zone
152 All Go
56 Stretch
90 X/Z Stop
Sneak

Doubles
50 Stop/Corner
56 Stretch
152 All Go
52 Draw
50 Option
54 Inside Zone
90 All Slant
52 Zone Cutback

Split Spread
50 All Go
28 Sweep
50 A Cross
32 Draw
50 Z Dig
Sneak

Weak I Form
122 Z Post
26 Stretch
H Screen Weak
22 Iso
122 X Under
28 Toss
90 X/Z Slant
24 Power

Strong I Pro
28 Toss
122 T Corner
22 Power
122 X/Z Curl
26 Stretch
H Screen Weak
24 Iso
90 X/Z Slant

Tight Trips
152 X Post
52 Zone Cutback
152 X Dig
54 Power
50 Overload
56 Stretch
90 X/Z Slant

Doubles Left
50 All Go
51 Trap
50 Z Under
51 Draw
50 All Curl
90 All Stop

Strong I Spread
50 A Choice
50 Stop/Corner
26 Stretch
28 Power
H Screen Weak
22 Zone Cutback
90 X/Z Slant

Twins Double Motion
50 Power Flood
32 Dive
F Screen Strong
32 Trap
50 T Option
50 All Go

Split Pro
50 Strong Flood
21 Trap
H Screen Strong
28 Sweep
90 X/Z Stop
32 Dive
50 All Go

Trey
H Screen Weak
52 Zone Cutback
50 A Option
52 Draw
90 X/Z Slant
54 Inside Zone
Hail Mary

Quads
50 Y/A Cross
54 Inside Zone
50 Y/A Option
52 Draw
H Screen Weak
50 X/Z Out
90 All Slant
Hail Mary

Weak I Spread
50 A Corner
23 Draw
50 H Wheel
24 Inside Zone
50 X/Z Cross
22 Zone Cutback
90 X/Z Slant

Ace
50 Curl/Flat
52 Zone Cutback
50 X/Z Out
54 Inside Zone
152 Y/T Option
56 Stretch
90 X/Z Slant

Strong I Jokers
122 X Cross
28 Toss
122 Strong Flood
24 Power
90 X Fade
24 Iso
26 Stretch

Ace Motion Tampa
50 Y/T Out
50 Z Cross
Sneak
50 All Go
50 A Under
90 X/Z Slant

Quads Right
50 A Option
52 Draw
50 Stop/Corner
52 Trap
50 Z Under
H Screen Weak
90 X/Z Slant

Pair Slot
56 Stretch
153 Bootleg Z Cross
52 Zone Cutback
152 Y/T Out
50 X Post
54 Inside Zone
90 X/Z Slant
54 Power

Ace Trips
52 Zone Cutback
152 All Go
54 Inside Zone
152 Bootleg T Cross
56 Stretch
50 Z Under
90 X/Z Slant

Offense continued

I Jokers Pair

90 X Fade
24 Power
122 Strong Flood
28 Toss
122 X Cross
122 Y Seam
24 Iso
122 F Flat
26 Stretch

Weak I Jokers Pair

132 H Flat
32 Dive
132 Y/T Cross
27 Sweep
132 Z Out
Sneak

Empty Open

50 A Under
50 Stop/Corner
Sneak
50 Y/A Option
90 All Slant
Hail Mary

Strong I Jokers Pair

24 Iso
122 Y/T Cross
32 Dive
122 Z Out
28 Toss
Sneak
22 Iso

Defense

Quad Line

GL Strong Zone
GL Cloud
GL Panthers Blitz
GL Middle Blast
GL Weak Zone
GL Weak Flow
GL Weak Crash 0
GL Weak Indian 0

4-3

2 Hard
Key Zone
3 Weak
Cover 3
4 Cloud
Combo Inside Zone
2 Soft
3 Robber
Strong Blast 1
Open Fire 0
Spear Cover 1
All Blitz 0
Weak Crash 1
Indian 0
Indian Weak Cover 1
Force Fire 0

Nickel

2 Hard
Key Zone
4 Cloud
Combo Inside Zone
Spear Cover 1
All Blitz 0
Weak Crash 1
Indian 0
2 Man
Weak Crash Cover 3
1 Dog the Dig
Sting 2 Hard
Sting Blitz Cover 1
Tight Fire 0
Blaze Twist Cover 0
Rocket Blitz 0

Dime

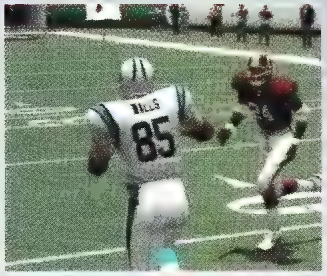
2 Hard
4 Cloud
Combo Inside Zone
Open Fire 0
All Blitz 0
Weak Crash 1
2 Man
Weak Sting 2 Hard
3 Dog T
3 Buzz
Cover 12
Greyhound Cover 0
Weak Sting
Middle Blast 1
Strong Indian 1
Strong Sting 1

Prevent

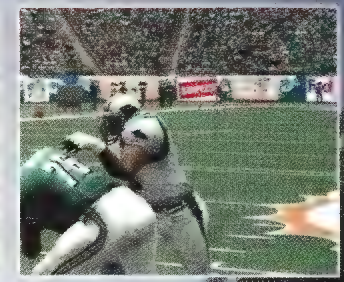
2 Hard
4 Cloud
Combo Inside Zone
Open Fire 0
All Blitz 0
Weak Crash 1
2 Man
Weak Sting 2 Hard
3 Dog T
3 Buzz
Cover 12
Greyhound Cover 0
Weak Sting
Middle Blast 1
Strong Indian 1
Strong Sting 1

Besides being the load on the ground, running back Tim Biakabutuka is a good receiver. He came up with 34 catches in 2000 for 341 yards. That's a 10-yard average. Throw him the ball and he averages a first down. Look for him on the H screen weak.

Muhsin Muhammad was the leading Panther receiver in 2000. Look for Muhammad and Donald Hayes on 122 X under, 90 X/Z slant, and 50 X out. Both receivers averaged more than 10 yards per reception.



Veteran tight end Wesley Walls is another big target in the Panthers offense. On the PS2, look for Walls on 50 T corner, 122 T corner and 50 T option. Get him the ball and turn him downfield.



Jay Williams was the team's leading pass rusher in 2000 (six sacks). Select Williams and get into the backfield with a swim move. After you're there, close on the quarterback and come up with the sack.

BY THE NUMBERS

Offense	78	Overall	77
Defense	80	2000 Season Record	5–11

DC Playbooks

Offense

Bunch Gun
- Flat
- Drag
- Draw
- Curl
- Under
- Shallow Drag
- Out and Up
- In
- Hail Mary

I Tight
- Isolation
- Motion PA Cross
- Motion FB Dive
- Motion Comeback
- Lead
- QB Sneak
- Motion Slant

I Twins
- PA In
- Isolation
- Motion Post
- Cutback
- Motion Out
- Under
- Off Tackle
- Slant
- Lead
- PA Option
- Zone
- Wheel

Double Right Slot
- Deep Curl
- Draw
- Corner
- Motion Toss
- Angle
- Out
- In
- Zone
- Get Away
- Flare Screen
- Post

I
- Motion Isolation
- Motion Option
- Lead
- Motion Comeback
- Isolation
- Motion Toss
- Motion Out
- Motion Lead
- Motion Curl
- Shift Iso
- Outside Lead
- Motion X Curl

Split Gun
- Dig
- Cross
- Motion Flood
- Comeback
- Bingo
- Vertical
- Backs Out
- Motion Post
- Motion Dig
- Motion Curl
- Motion Post
- Wheel

Empty Gun
- Motion Under
- Motion Post
- Triple In
- Curls
- Vertical
- Swap
- Under
- Slants

I Queens
- Slot Post
- PA Post
- Motion Lead
- Motion Under
- Flat

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Work all your receivers when playing as the Patriots. Use all of your offensive weapons to come out with victories. Try I tight→motion PA cross and hit tight end Rod Rutledge as he crosses the middle of the field. Get the ball to Troy Brown with good plays like I→motion comeback.

Follow your blockers on I twins→off tackle. This play picks up a lot of yardage if you can see the hole that the offense opens for you. The Patriots use their running backs a lot in the passing game. Two of the top five leaders in receptions were running backs in 2000. Get them the ball in the flat with plays like I queens→flat. If the linebacker isn't close by, you'll pick up 4 or 5 yards each time with this simple play.

Look for Bert Emanuel as he cuts across the middle on bunch gun→shallow drag.

The Patriots defense looks to step it up in 2001. Right end Willie McGinest had six sacks in 2000 and can really penetrate into the backfield. With two solid cornerbacks, you can take more chances with blitz plays. Ty Law and Terrell Buckley make a good team out on the corners.

PS2 Playbooks

Offense

Weak I Pro
122 X/Z Out
31 Trap
122 X/Z Go
23 Iso
H Screen Weak
24 Inside Zone
90 X/Z Slant
26 Counter

Ace Trips
90 X/Z Slant
52 Draw
152 Z Out
54 Inside Zone
50 Y Seam

Doubles
152 X/Z Out
54 Inside Zone
50 All Go
56 Stretch
90 X/Z Slant
52 Draw

Quads
90 All Stop
Sneak
50 Z/X Out
52 Draw
50 Middle Cross
152 All Go

Quads Right
50 Strong Flood
52 Draw
50 Z/X Out
52 Trap
90 X/Z Slant

Strong I Pro
22 Lead Draw
122 Y Cross
22 Iso
122 Z Dig
28 Toss
25 Counter
90 X/Z Slant

Ace
50 Y/T Option
56 Stretch
52 Zone Cutback
90 Slants/Flats
54 Inside Zone
H Screen Weak

Doubles H Motion
50 All Go
32 Trap
50 T/A Option
32 Draw
90 Slants/Flats

Triple
52 Zone Cutback
H Screen Weak
52 Draw
152 A Under
54 Inside Zone
152 X/Z Out
90 X/Z Slant

Empty
50 Stop/Corner
50 All Curl
QB Draw
50 A Cross
90 A Quick Screen
Slants/Flats

I Pro
Fake 32 Dive 27 Toss
50 X/Z Go
22 Iso
122 T Cross
28 Toss
90 X/Z Slant

Pair Slot
54 Inside Zone
50 Z Out
52 Zone Cutback
152 X/Z Go
52 Draw
Sneak

Doubles Y Motion
50 All Go
58 Toss
152 Z Cross
54 Inside Zone
90 X/Z Stop

Bunch
54 Counter
Fake Toss X Slant
58 Toss
152 Y Flat
Fake Inside Zone Reverse
152 X Cross
52 Draw
50 Strong Flood

Empty Tight
50 T Flat
QB Draw
50 Y Under
Sneak
50 X/Z Go
50 Flat

I Twins
Sneak
122 X/Z Post
28 Toss
Z Hitch Screen
22 Iso
122 T Cross
90 X/Z Slant

Pair Slot Right
52 Draw
50 X/Z Wheel
52 Trap
50 Strong Flood

Doubles Z In
50 Strong Flood
52 Trap
50 Curl/Flats
52 Draw
50 Z Under
Hail Mary

Patriots Trey Left
50 Z/X Out
52 Draw
H Screen Weak
54 Inside Zone
50 Strong Flood
Hail Mary

Empty Open
90 X/Z Out
QB Draw
50 Power Flood
50 H/X Cross

Strong I Twins
31 Trap
122 T Corner
Sneak
122 Z Post
Fake 24 Iso Reverse
122 X Out

Split Spread
122 All Go
32 Draw
90 X/Z Slant
22 Lead Draw
50 X/Z Out
50 Flat/Curls

I Wing
56 Stretch
122 T Corner
28 Toss
122 Y/T Cross
22 Iso
26 Stretch
122 Z Flat

Split Spread Z In
50 Pewter Flood
22 Lead Draw
50 A Post
50 Z Under

Weak I Twins
122 Strong Flood
25 Counter
207 TB H Screen
22 Iso
122 Z Option
22 Lead Draw
122 X Curl

Weak I Wing
23 Iso
122 Z Cross
27 Toss
122 F Flat

Offense continued

Weak I Spread
- 90 X/Z Slant
- 31 Trap
- 50 Cross
- 31 Dive
- 50 X Dig
- 27 Toss
- Hail Mary

Doubles Right I
- Option Right
- 127 Bootleg T Flat
- 32 Dive
- 132 Y Corner
- 31 Dive

Trey Left
- 90 Z Hitch Screen
- 51 Draw
- 50 X Corner
- 51 Trap
- 50 Y/A Cross
- 50 Strong Flood
- Hail Mary
- Z Hitch Screen

Defense

Goal Line
- GL Weak Zone
- GL Cloud Strong
- GL Steeler Blitz
- GL Slice Right 0
- GL Outside Slam 0
- GL Flow Strong
- GL Crash Weak 0
- GL 1 Hang

4-3
- 2 Hard
- 2 Soft
- Cover 3
- Cover 4
- Double Steal
- Key Zone
- 3 Strong Cloud
- Sting Strong 1
- Strong Crash
- Weak Crash 1
- Blast Twist Cover 0
- Strong Fire Cover 0

Nickel
- Sting Weak 3
- 2 Hard
- Double Steal
- Rocket Blitz 0
- Indian Open
- Force Fire 0
- 2 Man
- 1 Dog the Dig
- Combo Weak Man
- 3 Robber
- Cover 12
- Cover 8
- 4 Cloud
- Weak Fire 1
- Blaze Twist Cover 0
- Sting 1 Lock
- Jam Double Steal
- Double Hard 1

Dime
- 2 Man
- Combo Weak Man
- 3 Robber
- Cover 8
- Jam Double Steam
- Greyhound 4 Sky

Prevent
- 3 Strong Odd
- 2 Hard Odd
- Spear 3 Buzz Odd
- All Blitz Odd
- Weak Crash 1 Odd
- Sting Blitz Cover 0 Odd
- Blaze Cover 1 Odd
- Double Hard Cover 2 Odd
- Strong Blast Twist 0 Odd
- Cover 8 Odd
- Double Hard Odd

Kevin Faulk and J.R. Redmond split the ground game in 2000. Pick one of them and try for the first benchmark for running backs, the 1,000-yard season. Work the ball inside on 23 iso and outside on the 27 toss and 56 stretch.

On passing plays, keep at least one running back in as a blocker. Drew Bledsoe got hammered in 2000 with 45 sacks. The extra blocker gives Bledsoe time to find the open receiver.

Spread the ball around in the air. Look for Troy Brown and Bert Emanuel on plays like 50 Y seam, 90 X/Z slant, and 50 all go.

When you rush the passer, jump up when the QB releases the ball. You can swat down the pass right at the line of scrimmage.

RAIDERS

BY THE NUMBERS

Offense	90	Overall	94
Defense	87	2000 Season Record	12–4

DC Playbooks

Offense

Split
- In
- Curl
- Motion Sweep
- Comeback
- Corner
- Post
- Havoc
- Lead
- Motion Screen
- Motion Flat
- TE Curl
- Shovel Pass
- Motion Toss
- Motion In
- Screen

I Tight
- Power Toss
- Motion Isolation
- PA Flat
- Cannon Ball
- Counter Toss
- Outs
- Motion Toss
- Slant
- Strong Lead

Doubles I
- Motion Flood
- Get Away
- Open Lead
- Flat
- Fade
- Strong Lead
- Pirate Slant

Raider I
- Pirate Dive
- Crack Cross
- Counter Toss
- PA Curl
- Crackback Lead
- Motion Zone
- Motion Lead
- Motion Flat
- Motion Cutback
- FB Dive
- Assassin Pitch
- PA Post
- Outside Lead

Doubles Tight
- Smash
- Slant and Go
- Quick Draw
- Motion Cross
- In
- Underneath
- Inside Zone
- Switch

Ace
- Blackhole Toss
- Draw
- Post Corner
- Zone
- Cutback
- Cross

Trey
- Option
- Ashes
- Fade
- Cross
- Slant
- Motion Out
- Motion Flat
- Underneath
- Screen
- Out
- Motion Wheel

Raider Left
- Toss
- Anvil Draw
- Motion Cross
- Hammer Dive
- Cutback
- Trap
- Flare

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

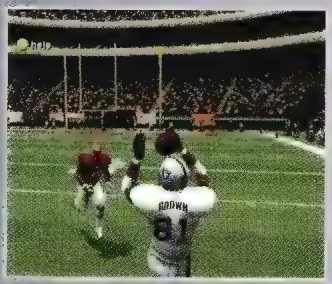
Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

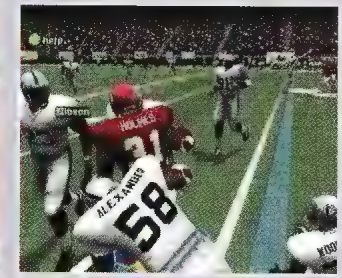
Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

The Oakland Raiders have the running backs to set up a very effective running game. In 2000, running back Tyrone Wheatley picked up 4.5 yards per carry. Get him going outside with plays like split→motion toss.



Tim Brown, a 13-year veteran, dominates at wide receiver, leading the team with 76 catches for 1,128 yards and 11 touchdowns in 2000. Doubles I→fade is a good passing play. Doubles tight→smash helps you get the ball to tight end Roland Williams.

The strong running game sets up the defense to get suckered in on play action passes. Use plays like Raider I→PA post to get the ball into Jerry Rice's hands. Doubles tight→switch is designed to cause confusion when the two receivers cross the middle of the field. Wait for them to cross before throwing the ball.



The Raider defenders have good speed at linebacker, allowing them to flow to the ball. You get a lot of gang tackling and can keep your opponent from making big gains. The Raiders have good defensive backs, too. They allow you to be more creative with your blitz packages.

PS2 Playbooks

Offense

Ace
56 Stretch
50 Z Curl
58 Toss
153 Bootleg Go
54 Inside Zone
50 Y/T Option
52 Zone Cutback
90 Slants/Flats

Doubles
56 Stretch
50 X/A Go
58 Toss
Fake Toss X Slant
54 Inside Zone
50 Z Curl
52 Draw
50 Z Under

I Twins
Fake 22 Iso Reverse
H Screen Weak
22 Lead Draw
122 Silver Under
50 X/Z Wheel
26 Stretch
90 Slants/Flats

Tight Trips
50 X/Z Go
58 Toss
50 Out
52 Zone Cutback
152 X Cross
Sneak
90 X/Z Slant
54 Inside Zone

Strong I Spread
H Screen Weak
26 Guard Lead
122 Strong Flood
22 Lead Draw
122 X/Z Go
24 Inside Zone
90 X/Z Slant
26 Stretch

Ace Trips
152 Deep Corner
52 Zone Cutback
50 Z Cross
Fake Inside Zone Reverse
152 Bootleg T Flat
152 Z Under
50 Z/X Post

Doubles Right
50 T Choice
52 Trap
50 Shallow Cross
QB Lead Draw
50 Power Flood
50 All Go
52 Draw
50 A Cross

Weak I Twins
26 Stretch
50 X/Z Post
28 Toss
90 Slants/Flats
26 Guard Lead
122 X Out
22 Iso
50 X Out

Triple
50 A Under
58 Toss
90 X/Z Slant and Go
52 Draw
50 T Cross
54 Inside Zone
50 All Go
52 Zone Cutback

I Spread
122 X Go
22 Iso
122 X Dig
26 Guard Lead
122 Z Under
28 Toss
90 All Slant

Ace Right
50 Silver Flood
52 Draw
H Screen Weak
52 Trap
50 Z Shallow Cross
90 Flats/Slants

Split Twins
23 Dive
50 Strong Flood
32 Draw
50 X Streak
21 Draw
50 T Corner
H Screen Weak
90 X/Z Stop

Pair Slot
56 Guard Lead
152 X/Z Wheel
58 Toss
152 Z Drag
52 Zone Cutback
152 Y Corner
24 Inside Zone
50 X Go

Triple Left
50 A/T Cross
51 Draw
50 X Comeback
Sneak
50 Z Deep Cross
H Screen Weak
90 X Slant

I Wing
26 Stretch
32 Dive
122 Z Flat
22 Iso
28 Toss
122 T/Y Cross
122 Bootleg Y Out

Trey
Hail Mary
58 Toss
50 Y Cross
54 Inside Zone
50 X Under
52 Zone Cutback
H Screen Weak
90 X/Z Slant

Trey Left
50 Stop/Corner
51 Draw
50 X Comeback
51 Trap
50 X Dig
Hail Mary
Sneak
90 All Stop

I Pro
122 Z Under
22 Iso
122 All Go
22 Zone Cutback
90 X/Z Slant
22 Lead Draw
122 X Dig
26 Guard Lead

Weak I Spread
27 Toss
50 Curl
26 Stretch
90 X/Z Slant
23 Iso
22 Zone Cutback
50 All Go

Split Spread
90 X/Z Stop
32 Draw
50 X/Z Out
34 Dive
50 A Seam
Sneak
H Screen Weak
21 Draw

I Jokers
26 Guard Lead
28 Toss
122 T Choice
22 Lead Draw
26 Stretch
122 T/Y Cross
122 Z Go

Strong I Jokers
122 Z Curl
26 Stretch
122 T/Y Cross
24 Iso
122 Power Flood
Sneak
90 Z Slant
28 Toss

Weak I Pro
26 Stretch
50 Curl/Flat
23 Iso
122 X Post
24 Inside Zone
122 Z Cross
22 Zone Cutback
90 X/Z Slant

Quads
152 Z Under
56 Guard Lead
50 X/Z Go
52 Draw
50 A/Y Cross
H Screen Weak
52 Zone Cutback
90 Flats/Slants

Quads Right
50 Y/X Wheel
52 Draw
50 Shallow Cross
52 Trap
50 Z Corner
50 Silver Flood
50 Black Cross

Offense continued

Weak I Jokers
123 Y Corner
25 Guard Lead
123 F Flat
27 Toss
123 Bootleg Out
Sneak
23 Iso

Strong I Form
122 Y Under
24 Iso
122 X Go
28 Toss
124 Strong Flood
26 Stretch
27 Toss

Split Pro
90 X/Z Slant
21 Draw
50 T Corners
32 Draw
50 Z Drag
34 Dive
H Screen Weak
Sneak

Bunch
50 Pirate Flood
152 Z Under
52 Draw
90 All Slant
90 X/Z Slant
H Screen Weak
H Screen Strong
54 Inside Zone
152 X Go
50 Z Drag
56 Guard Lead
50 A Corner
50 Y Wheel
52 Zone Cutback
58 Toss

Defense

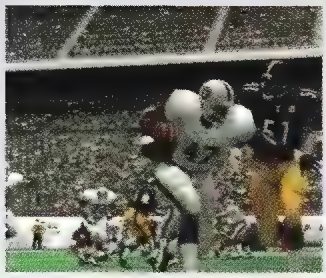
Goal Line
GL Raider Blitz
GL Cloud
GL Strong Blast
GL Strong Spear
GL Weak Zone
GL Middle Blast 0
GL Weak Crash 0
GL Weak Indian 0

4-3
2 Hard
3 Weak
Key Zone
4 Cloud
2 Man
Combo Inside Zone
Weak Crash Cover 3
Spear Cover 3
Weak Blast 1
Strong Indian 1
Weak Crash 1
Middle Blast 1
All Fire
Weak Indian Fire 0
Spear Cover 1
Force Fire 0

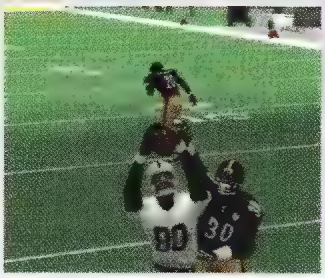
Nickel
2 Hard
3 Weak
2 Man
Combo Inside Zone
Weak Crash Cover 3
Weak Blast 1
4 Sky
Strong Indian 3
Sting 2 Soft
Strong Sting 1
Middle Blaze 0
Strong Crash
Strong Rocket 0
Indian 0
Indian Weak
Middle Fire Robber

Dime
2 Hard
4 Cloud
2 Man
Combo Inside Zone
Weak Crash Cover 3
Middle Blast 1
Strong Rocket 0
Indian 0
Cover 8
Middle Fire Robber
Cover 12
Weak Rocket 0

Prevent
All Blitz 0
Double Hard Odd
Blaze Twist 1 Odd
Open Fire 1 Odd
4 Cloud Odd
2 Man Odd
Cover 8 Odd
Cover 12 Odd

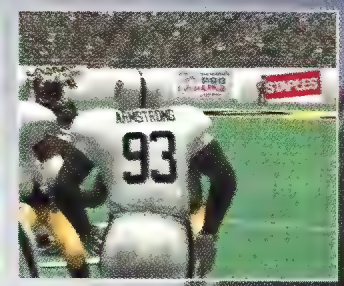


Tyrone Wheatley has the ability to break open a long run. He ran one for 80 yards and the score last year and averaged 4.5 yards per carry. Follow the holes that the offensive line opens. The plays 58 toss, 26 stretch, and 52 trap work well.



Future Hall of Famer Jerry Rice changed locales across San Francisco Bay in 2001. The free agent brings his big-play ability to a good receiving corps. Get him the ball on 50 Z curl, 50 X/Z go, and 50 shallow cross.

Tim Brown and James Jett are the other big receivers for the Raiders. Stretch the field with Brown on 50 power flood and Hail Mary to keep the defense on their toes. Then spread the ball around to Rice, Jett, and Brown on 50 A cross, 90 slants/flats, and 50 all go.



The Oakland Raiders' pass rush tallied 43 sacks in 2000. With the off-season acquisition of free agent defensive end Trace Armstrong, they hope to add 16.5 (his 2000 total) more to that total. Select Armstrong during passing situations and go get the quarterback.

Rams

BY THE NUMBERS

Offense	87	Overall	96
Defense	78	2000 Season Record	10–6

DC Playbooks

Offense

Split Queens
- Motion WR Screen
- Flares
- Motion Trap
- Motion Slant
- Motion Post
- Weak Pitch
- Slants
- Power Lead
- Shovel Pass

Strong I Twins
- Motion TE Throwback
- Motion Flood
- Lead Beast
- Flare
- Streak
- Stop and Go Under
- Motion Zone
- Motion Follow

Double Left Slot Tight
- Motion Sprint Out
- Motion Follow
- Zone
- Motion Comeback
- Crosses
- Posts
- Toss
- Motion Stop Post
- PA Cross

I
- Motion Out
- Isolation
- Motion Flat
- Motion FB Dive
- Middle Screen
- Shovel Pass
- PA Comeback
- Lead
- Motion PA Cross
- Motion Screen

Trey
- Motion Fade
- Delay Zone
- Motion Corner
- G Lead
- RB Out
- Motion Spring Flare
- Shift Shovel
- Pump Draw
- Motion PA WR Screen
- Motion Inside
- TE Drag
- Shift Cutback
- Zone
- Shift Streak
- Sprint Corner

Weak I
- Counter
- Motion Flare
- Cutback
- Motion Screen Cross
- Dive
- Gold Reverse
- Motion Toss
- Motion Screen
- Shift Lead
- Lead
- Stop and Go

Ace
- Motion Zone
- Motion Out
- Inside Zone
- Motion Get Away Cross
- C Lead
- PA Screen
- Reverse
- Motion Nails

Ram Left
- Motion Screen Clear
- Motion In
- Motion Counter
- Motion Get Away
- Curls
- Switch
- Dive
- Slants
- Post

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

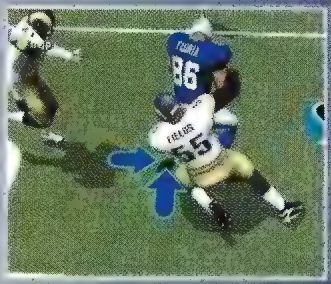
Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Az-Zahir Hakim doubles as a speedy wideout and a good punt returner. Get him outside with either punt return left or punt return right coverage to break one for big gains and excellent field position.

The running game is led by Marshall Faulk. Get him outside with plays like weak I→motion toss. Take advantage of Faulk's running ability and speed by getting him the ball in the flats on passing plays. Use split queens→flares.

Catch wideout Isaac Bruce in stride to gain lots of yardage. Get him the ball with trey→motion fade. The other deep threat on the Rams is wide receiver Torry Holt. Look for him up the right-hand side of the field on strong I twins→streak.



Stay in the nickel cover and nickel cover blitz packages with the Rams. The defense ranked in the middle of the pack in 2000; if you can keep the scoring down by smothering the other team's receivers, you can let the powerful Ram offense carry the day. Use the 4-3 blitz defense in running situations, especially when the offense is running outside. Your linebackers will explode into the backfield.

PS2 Playbooks

Offense

Doubles Left
50 H Wheel
50 A Cross
51 Draw
50 All Go
50 X/Z Out
51 Trap
90 X Quick Hitch

Trey Left
50 H Checkdown
51 Draw
50 X/H Wheel
51 Trap
50 Z/X Out
H Shovel
90 X/Z Stop
Sneak

Triple Left
50 H Wheel
51 Draw
50 T Option
51 Trap
90 X/Z Slant

Quads Left
Hail Mary
50 Stop/Corner
51 Trap
90 X Quick Hitch
50 H Wheel
51 Draw
90 All Stop

Empty Open
50 Z Cross
50 X Under
QB Draw
50 All Go
90 Slants/Flats
Sneak

Doubles
50 Z Under
56 Guard Lead
50 A/T Option
52 Draw
152 All Go
54 Inside Zone
H Screen Weak
56 Stretch
90 X/Z Slant

Trey
90 X/Z Slant
58 Toss
50 X Cross
52 Zone Cutback
50 H Swing
52 Draw
152 Z Dig
Hail Mary

Triple
58 Toss
152 Z Under
52 Zone Cutback
50 Z/X Out
152 All Go
52 Draw
90 X/Z Slant
56 Guard Lead

Quads
52 Draw
152 Z Under
58 Toss
152 X/Z Out
56 Stretch
50 All Go
H Screen Weak
90 All Slant

Empty Tight
50 X/Z Go
50 T Cross
QB Draw
50 T Under
50 Z Under
50 All Streaks
50 T Out
Sneak
Z Middle Screen
90 X/Z Slant
90 Slants/Flats
50 A Under

I Spread Doubles
50 X Under
32 Dive
90 All Slant
32 Draw
90 X Quick Hitch
50 All Streaks

Ace
56 Stretch
90 Slants/Flats
52 Draw
50 X/Z Out
56 Counter
152 Z Under
52 Zone Cutback
152 All Go

Tight Triple
50 X Post
58 Toss
152 Z Dig
52 Draw
H Screen Weak
52 Zone Cutback
90 X/Z Slant

I Spread
122 A Seam
28 Toss
H Screen Weak
22 Zone Cutback
50 All Curl
26 Counter
90 X/Z Slant
22 Lead Draw

Bunch
H Screen Weak
58 Toss
50 Y Corner
56 Stretch
50 Strong Flood
50 Z Under
52 Zone Cutback
152 Z Under
52 Draw
152 X Dig
90 X Slant
54 Inside Zone
90 X Fade

Twins Doubles
50 All Go
32 Draw
50 X/Z Slant
32 Trap
50 X Under
H Quick Hitch

Ace Trips
54 Inside Zone
H Screen Weak
56 Guard Lead
152 X/Z Wheel
52 Zone Cutback
152 T Corner
56 Stretch
90 X/Z Slant

I Triple Me...
50 X/H Out
32 Trap
50 All Streaks
32 Dive
50 Z Cross
90 X/Z Slant

Weak I Spread
23 Iso
50 A Option
27 Toss
123 All Go
25 Stretch
F Screen Weak
90 X/Z Slant

Bunch Left
50 A Under
50 Z Cross
51 Draw
50 X Post
50 H Wheel
50 T Corner
Sneak
H Screen Weak
51 Trap
90 X Slant

I Iso...
22 Iso
90 Z Fade
24 Power
152 Z Under
28 Toss
26 Stretch
122 Y Seam

Pair Slot Left
50 Y Cross
51 Draw
50 X/Z Post
51 Trap
90 X Quick Hitch

I Pro
26 Counter
122 All Go
22 Lead Draw
124 X/Z Out
26 Stretch
122 X Dig
22 Iso
90 X/Z Slant

Split Spread
50 All Streaks
50 Z Under
32 Trap
50 X Dig
50 A Corner
21 Lead Draw
90 All Stop
Sneak
132 All Go

Offense continued

I Twins

- 28 Toss
- 50 Z Out
- 22 Lead Draw
- H Screen Weak
- 26 Stretch
- 50 X/Z Post
- 26 Guard Lead
- 90 X/Z Slant

Strong I Joker

- 26 Guard Lead
- 122 Strong Flood
- 122 Z Cross
- 28 Toss
- 24 Iso
- 24 Power
- 90 Z Fade
- Sneak

I Joker Pair

- 28 Toss
- 122 T Out
- 22 Iso
- 122 Z Post
- 22 Zone Cutback
- 90 Z Slant
- 26 Guard Lead
- Sneak

Strong I Pro

- 28 Counter
- 124 Strong Flood
- 22 Iso
- 122 T Option
- 24 Power
- H Screen Weak
- 26 Guard Lead
- 90 X Quick Hitch

Defense

Goal Line

- GL Strong Zone
- GL Cloud
- GL Indian Strong
- GL Rams Blitz
- GL Weak Crash
- GL Weak Indian
- GL Weak Blast
- GL Weak Zone

4-3

- 2 Hard
- 3 Weak
- Key Zone
- Spear Cover 3
- Combo Inside Zone
- 4 Cloud
- Cover 3
- 2 Soft
- All Blitz 0
- Weak Fire 0
- Strong Blast 1
- Spear Cover 1
- Weak Blast 1
- Open Fire 0
- Force Fire 0
- Indian 0

Nickel

- 2 Hard
- Key Zone
- Combo Inside Zone
- 4 Cloud
- Weak Blast 1
- Open Fire 0
- 2 Man
- Sting 2 Hard
- Weak Blast 3
- 3 Buzz
- Sting Blitz Cover 1
- Rocket Blitz 0
- Weak Crash 1
- Blaze Cover 0
- Strong Indian 1

Dime

- 2 Hard
- Combo Inside Zone
- 4 Cloud
- Open Fire 0
- 2 Man
- 3 Buzz
- Strong Indian 1
- Weak Zone Blitz
- Strong Zone Blitz
- Cover 12
- Greyhound Cover 0
- Weak Sting 1
- Tight Fire 0
- Strong Sting 1
- Middle Blast 1

Prevent

- 2 Hard
- Combo Inside Zone
- 4 Cloud
- Open Fire 0
- 2 Man
- 3 Buzz
- Strong Indian 1
- Weak Zone Blitz
- Strong Zone Blitz
- Cover 12
- Greyhound Cover 0
- Weak Sting 1
- Tight Fire 0
- Strong Sting 1
- Middle Blast 1

Running back Marshall Faulk piled up more than 1,300 yards on the ground and over 800 yards through the air in 2000. Feature Faulk prominently in your offensive game plan. Go for plays like H shovel, 58 toss, and 56 stretch.

Torry Holt and Isaac Bruce are Kurt Warner's primary receivers. Go down the field with a deep pass play to one of these speedy receivers early in the game. It opens the short passing game for slants and quick in routes. It also helps set up Marshall Faulk and the running game. Start with 90 all slant, 90 X/Z slant, and 50 all go.

The Rams use a lot of three receiver sets, as the tight end gets hardly any touches in this offense. That means you'll be getting the ball to your second-tier receivers: Az-Zahir Hakim and Ricky Proehl. Each came up with four touchdowns in 2000. Look for them when Bruce and Holt are double-teamed.

The defense is improved in 2001. When you want to rush the passer, select defensive end Grant Wistrom. He wants to build on his 11-sack total from 2000. Since you are getting a good push up front, don't gamble with many blitz plays.

BALTIMORE
RAVENS

BY THE NUMBERS

Offense	90	Overall	84
Defense	96	2000 Season Record	12–4

DC Playbooks

Offense

Trey Gun
- Post
- Ravens Out
- Off Tackle
- Corner
- Hail Mary
- Stretch
- Rollout Comeback
- Feather Screen
- Slant

Double Right Slot
- PA Post
- Motion Vertical
- Motion Draw
- Mirage Screen
- Motion Out
- WR Screen
- Zone
- Under

I Slot
- Inside
- Draw
- Post
- Strong Counter
- Purple Screen
- Stop and Go
- Toss
- Stretch
- Outside Zone
- Seam

Ace
- Out and Up
- Motion Screen
- Inside Zone
- Motion Post
- Curls
- Wheel
- Verticals

Twins I
- Motion Isolation
- Mix-Up Screen
- Motion Dive
- Motion Post
- Cutback
- PA Dive Bomb
- Off Tackle
- PA Out
- Motion Reverse

Trey
- Motion Flat
- Motion Flare
- Motion Draw
- Motion Cross
- In
- Screen
- PA Boot Corner
- Motion Dive
- Out and Go
- Out
- Nest
- Under
- Slant

Ravens I
- PA Vertical
- FB Give
- Cross
- Counter Toss
- Streaks
- Motion Post
- Blast
- PA Verticals
- Inside Lead
- Out
- Bell Screen
- Motion Toss
- Outs
- Motion Lead
- PA Corner
- Toss
- Motion PA Out and Go

I Tight
- Motion Inside Lead
- Motion Cross
- Motion Power Toss
- PA Flat
- Isolation
- Outs
- Motion Isolation
- Motion PA Get Away
- Motion Lead

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

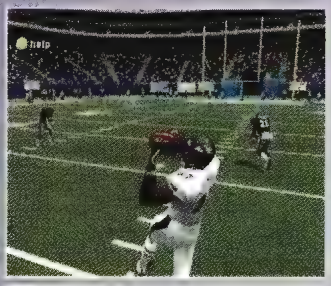
Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

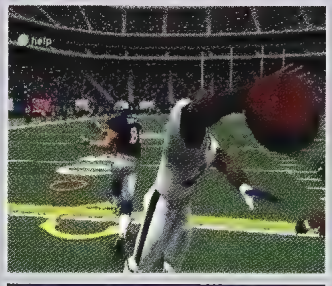
Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

The running attack is led by Jamal Lewis. Use twins I→motion dive. Play conservative on offense. Like the Ravens showed in 2000, the defense keeps you in the game—the offense only needs to control the ball and make few mistakes. Take advantage of Jamal Lewis's running abilities with ace→motion screen. Look for him in the flats on this play and on any other when the rest of the receivers are covered downfield.



To go deep, look for Qadry Ismail on the ace→motion post play. Wait for him to make his cut to the center of the field before throwing him the ball. Use trey gun→post to get the ball to Travis Taylor.

Tight end Shannon Sharpe is always a threat after he has the ball in his hands. Get him the ball on I tight→outs after you are near the goal line and let him lead you to the end zone.



The Ravens feature a stingy defense that creates lots of turnovers. While the rest of the defense blitzes, Chris McAlister covers the receivers. Here he swats the ball away, but he can come up with the interception, too. Let the cornerbacks stay in man-to-man average while you blitz and throw the linebackers at the QB. Middle linebacker Ray Lewis is another force to be reckoned with on defense. Pick him as your player on defense and fly to the ball.

PS2 Playbooks

Offense

I Jokers
- 90 Slant
- 28 Toss
- 122 T Corner
- 23 Iso
- 122 Y/T Cross
- 26 Stretch
- Sneak
- 22 Iso

I Pro
- 22 Lead Draw
- 50 X/Z Out
- 28 T Toss
- 90 X/Z Slant
- 28 Stretch
- 122 T Cross
- 22 Iso
- 122 All Go

Doubles
- 58 Toss
- 50 A/Z Post
- 52 Trap
- 152 Strong Flood
- 52 Zone Cutback
- 152 T Wheel
- 56 Stretch
- 90 X/Z Slant

Split Spread
- 50 All Curl
- Fake Sweep Z Reverse
- 50 Strong Flood
- 27 Sweep
- 50 X/Z Out
- 32 Draw
- 50 A/Z Cross
- 32 Trap
- 90 X/Z Slant
- 28 Sweep

Quads
- Fake Stretch Reverse
- 152 Double Out
- Sneak
- 154 X Out
- 56 Stretch
- 54 Inside Zone
- 52 Trap
- 50 All Go
- 52 Draw

Split Spread I Jo
- H Screen Weak
- 32 Trap
- 50 T/Z Wheel
- Fake Sweep Z Reverse
- 50 Z Under
- 21 Draw
- 50 Double Swing

Doubles Z Jo
- 50 A Under
- 52 Draw
- 50 A/Z Post
- 56 Stretch
- 152 X Post
- Hail Mary
- H Screen Weak

I Spread
- 90 X/Z Stop
- 28 T Toss
- 122 Y/Z Cross
- 22 Zone Cutback
- 90 All Stop
- Sneak
- 122 All Go
- 22 Iso

Triple
- 50 A/Z Post
- 152 X Dig
- 52 Draw
- 122 T Corner
- 90 X/Z Stop
- 50 T/A Option
- 58 Toss
- 50 Curl/Flats
- 52 Trap
- 50 T Wheel

I Jokers Pro
- 28 Toss
- 24 Inside Zone
- 122 T Cross
- 25 Stretch
- 26 Stretch
- 122 Strong Flood
- 22 Iso
- 90 All Slants

Strong I Pro
- 28 T Toss
- 122 X/Z Out
- 26 Stretch
- 122 Strong Flood
- 22 Lead Draw
- 22 Iso
- 90 X/Z Slant

Doubles Left
- 50 Strong Flood
- Fake Stretch Reverse
- 58 Toss
- 50 Z Under
- Sneak
- 52 Trap
- 90 All Slant
- 54 Inside Zone

Split Pro
- 50 T/Z Cross
- 31 Trap
- 50 Ravens Flood
- 27 Sweep
- 50 All Curl
- Sneak
- 50 All Go
- 22 Draw

Ace
- 56 Stretch
- 152 T Out
- 58 Toss
- 152 All Go
- Sneak
- 50 X/Z Out
- 50 All Go

Weak I Jokers
- 123 F Flat
- Sneak
- 123 Y/T Cross
- 27 Toss
- 122 Z Cross

Bunch
- 50 T/A Option
- 58 Toss
- 50 A/Z Post
- 52 Trap
- 50 Y/T Option
- 50 Ravens Flood
- 52 Draw
- 90 Slants/Flats
- 50 X/Z Out

I Twins
- 54 Inside Zone
- 122 T Corner
- 28 T Toss
- 90 X/Z Slant
- 22 Zone Cutback
- 22 Iso
- 26 Stretch

Offense continued

Tight Triple
Reverse
90 Slants/Flats
58 Toss
152 T Out
52 Trap
Sneak
56 Stretch
52 Draw
54 Inside Zone

Empty Tight
90 Z Fade
50 X/Z Go
Sneak
50 A Flat
90 Slants/Flats

Empty Open
Hail Mary
QB Draw
50 X/Z Out
Sneak
90 All Slant

I Wing
28 Toss
122 Strong Flood
22 Iso
122 T Corner
22 Zone Cutback
26 Stretch
50 A Cross

Defense

Goal Line
GL Ravens Blitz
GL Slice Right
GL Weak Blast 0
GL Crash Weak 0
GL Cloud Strong
GL Indian Weak 0
GL Spear 0
GL Weak Zone

4-3
2 Hard
2 Soft
3 Strong
Key Zone
3 Weak
Weak Crash Cover 3
4 Cloud
2 Man
Strong Blaze 1
Weak Crash 1
Sting Blitz Cover 1
All Blitz 0
Indian Weak Cover 1
Force Fire 0
Spear Cover 3

Nickel
2 Hard
Key Zone
Weak Crash Cover 3
4 Cloud
Weak Crash 1
All Blitz 0
3 Robber
Sting 2 Soft
Man Under 3 Deep
Zone Double Steal
Middle Blast 1
Double Hard 1
Spear Cover 1
Weak Blast 1
Double Indian Cover 0
Inside Blaze Cover 0

Dime
2 Hard
4 Cloud
2 Man
All Blitz 0
3 Robber
Middle Blast 1
3 Buzz
2 Corners
Combo Zone Strong
Bulldog 2H
Strong Sting Fire 3
Greyhound Cover 0
Blast 1 Dog the Dig
Weak Whip 0
Open Fire 0
Tight Fire 0

Prevent
2 Hard
4 Cloud
2 Man
All Blitz 0
3 Robber
Middle Blast 1
3 Buzz
2 Corners
Combo Zone Strong
Bulldog 2H
Strong Sting Fire 3
Greyhound Cover 0
Blast 1 Dog the Dig
Weak Whip 0
Open Fire 0
Tight Fire 0

The Ravens won the Super Bowl with an offense that didn't make a lot of mistakes and a smothering defense. The big part of that offense was ball control. Jamal Lewis got the ball a lot and racked up the yardage. He finished the season with 1,364 yards and a 4.4-yards-per-carry average. Get Lewis the ball on 23 iso, 26 stretch, 28 T toss, and the 58 toss.

The Ravens wanted to expand the offense in 2001, and they brought in a new quarterback, Elvis Grbac, to make that happen. Don't go crazy when you are playing as the Ravens. Maintain a ball-control offense and keep the passing game conservative. Take the awesome field position your defense gives you and punch it into the end zone for the score.

Grbac's primary targets on offense are tight end Shannon Sharpe and wide receiver Qadry Ismail. Look for these guys on 122 T corner, 50 A cross, 90 X/Z slant, and 50 T wheel.

One of the reasons why Ray Lewis makes so many big plays on defense is that the defensive line plays so well. There aren't any blockers left over to pick up Lewis! To clog the middle, pick defensive tackle Tony Siragusa, and to rush from the outside, pick defensive end Rob Burnett.

REDSKINS

BY THE NUMBERS

Offense	83	Overall	85
Defense	81	2000 Season Record	8–8

DC Playbooks

Offense

Ace
PA Z Post
Slice Zone Cutback
Crosses
Inside Zone
PA Vertical
Screen
Spirit Zone
Quick Out

Weak I
Apache Slant
Hog Feast
Curl
Shift Isolation
Wheel
Zone
PA Post
Toss
PA Weak Flood
Shift Cutback

Weak I Tight
Outside Zone
PA Post
Isolation
Fade
Inside Power
PA Weak Flood
Toss

Weak I Doubles
Vision Iso
PA Double Crosses
Counter
Slant
Harbinger
Zone Cutback
PA Wheel
Toss
PA Cloud
Outside Zone
Post

Jumbo I
PA Out
Isolation
PA Drag
Inside Power
PA Corner
Hammer Toss
Sprint Throwback
Outside Zone

Trey Tight
Lone Slant
Maroon Zone
PA Strong Flood
Ax Zone Cutback
Go Screen
Z Reverse
Slant and Go
Power

I
Zone Cutback
PA Hi-Low
Lead
Flat
Recluse
Mirror Quick Outs
Power Iso
PA Legion
Zone Cutback
PA Swarm
Motion Screen

Split Gun
Z Dig
Weak Draw
Crossing Wheel
Trap Draw
Dig
Slant
Draw
Curl
Strong Draw
Bingo

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Slash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

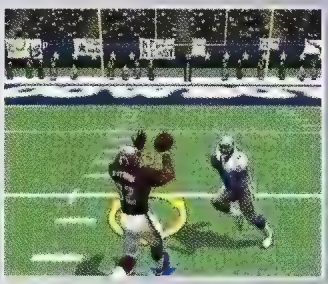
Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Weak I→toss lets you get the ball outside with running back Stephen Davis; follow your blockers. In 2000, Davis came up with 1,318 yards on 332 attempts for a 4-yard-per-carry average.

Fullback Donnell Bennett is a threat when he drops into the pass pattern. Look for him when the defenders are covered downfield or on designed plays like weak I→PA weak flood. The play works better if you've already established the ground game.



Look for speedy wide receiver Michael Westbrook on ace→PA Z post. Throw the ball when he makes his cut to the middle of the field. Spread the ball around and include your tight end, Stephen Alexander. Trey tight→PA strong flood is a good play against a zone defense.

The Redskins have a good defensive line with Bruce Smith on the end and Dan Wilkinson in the middle. You won't have to blitz too often because the front four put on a lot of pressure. Cornerback Champ Bailey makes up the strong secondary you need downfield, so when you blitz, the receivers will be well covered. Last year he led the Redskins with five interceptions and made it to the Pro Bowl.

PS2 Playbooks

Offense

Ace
54 Power
152 Bootleg 2 Flat
Fake Inside Reverse
152 X/Z Out
56 Stretch
152 Z Post
54 Inside Zone
90 X/Z Stop

I Jokers Flat
22 Iso
24 Power
122 T/Y Cross
28 Toss
32 Dive
26 Stretch
122 Strong Flood
24 Inside Zone

I Pro
24 Power
122 X Post
26 Stretch
H Swing Weak
22 Zone Cutback
122 X/Z Curl
22 Iso
90 X/Z Stop

Doubles
52 Zone Cutback
50 A/T Cross
56 Guard Lead
50 A Option
54 Power
50 Stop/Corner
54 Inside Zone
90 All Slant

Doubles Right
50 T Cross
90 X/Z Stop
Sneak
50 Stop/Corner
50 Curl Flat
52 Trap
50 All Go
52 Draw

Pair Slot
56 Stretch
152 T Corner
54 Power
152 Bootleg X Out
Sneak
152 All Go
52 Zone Cutback
90 X/Z Slant

I Spread
122 All Go
28 Toss
122 X/Z Out
22 Lead Draw
122 A Option
22 Iso
90 X/Z Slant
24 Power

Strong I Pro
26 Stretch
122 X Post
24 Power
122 Strong Flood
28 Toss
122 T Corner
24 Iso
122 Z Dig

Triple
54 Power
50 Y Option
152 Z Comeback
56 Stretch
58 T Toss
50 Curls
52 Zone Cutback
152 All Go

Triple Left
207 X Out
Sneak
50 X/Z Go
51 Draw
50 A/Y Cross
51 Trap
H Screen Weak

Ace Trips
153 Bootleg Out
Fake Inside Reverse
154 Strong Flood
54 Inside Zone
152 T Corner
58 Toss
152 X/Z Go
56 Stretch

Strong I Spread
24 Iso
122 All Go
26 Stretch
122 X Dig
24 Inside Zone
122 A/Z Cross
24 Power
122 Z Under
24 Lead Draw
H Screen Weak
28 Toss
122 Stop/Corner
Sneak
122 A Cross
90 X/Z Stop

Weak I Pro
25 Counter
50 All Go
22 Zone Cutback
122 X Dig
23 Iso
122 Z/X Out
Sneak
H Swing Strong

Trey
H Screen Weak
56 Stretch
50 X Cross
52 Zone Cutback
50 Z Under
90 X/Z Slant
54 Inside one
Hail Mary

Trey Left
50 All Go
51 Draw
50 A Choice
51 Trap
Hail Mary
Sneak
90 X/Z Slant

Ace Right
52 Draw
152 Rollout Z Go
52 Trap
206 T Out
Sneak
90 Z/X Stop

Weak I Spread
50 Z Under
25 Stretch
50 X Post
23 Iso
H Screen Strong
90 Z/X Stop

Strong I Pro Z In
124 F Wheel
Fake Stretch Reverse
124 Strong Flood
24 Power
122 T Corner
28 Toss
122 Z Under

Quads
50 X/Z Out
54 Inside Zone
152 All Go
56 Stretch
50 Y/A Option
50 Curl/Flat
52 Zone Cutback
90 X/Z Slant

Quads Right
52 Trap
50 X/Z Cross
52 Draw
90 X/Z Stop
Sneak
50 Stop/Corner
H Screen Strong

Tight Triple
54 Power
152 Strong Flood
58 T Toss
152 X Dig
52 Draw
152 Z Go
52 Zone Cutback
90 X/Z Stop

Split Spread
50 X/Z Out
32 Dive
50 All Curl
28 Sweep
Hail Mary
Sneak
90 All Stop

Offense continued

Weak I Twins

122 X/Z Go
28 Toss
124 Z Cross
24 Power
122 T Corner
26 Stretch
90 X/Z Slant

Strong I Twins

26 Guard Lead
28 Toss
122 T Corner
24 Power
24 Iso
122 Z Post
Sneak
90 Z Stop

I Jokers

24 Power
26 Stretch
122 Y/T Cross
22 Iso
32 Dive
24 Inside Zone
90 Z Slant

Weak I Jokers

22 Zone Cutback
23 Iso
122 F Flat
25 Stretch
27 Toss
122 Y Cross
90 X Slant

Defense

Goal Line

GL Strong Zone
GL Cloud
GL Strong Blast 0
GL Blaze Twist 0
GL Weak Zone
GL Weak Crash 0
GL Weak Blast
GL Weak Flow

4-3

2 Hard
Key Zone
Spear Cover 3
3 Weak
4 Cloud
Weak Blast 2H
2 Soft
Cover 3
Weak Rocket 0
Spear Cover 1
Strong Blast 1
All Blitz 0
Indian Weak Cover 1
Middle Blast 1
Open Fire 0
Weak Crash 1

Nickel

2 Hard
Key Zone
4 Cloud
2 Soft
Cover 3
Spear Cover 1
Open Fire 0
Weak Crash 1
Combo Inside Zone
Combo Strong Zone
2 Man
Sting Blitz Cover 1
Force Fire 0
Blaze Twist Cover 0
Double Indian Cover 0

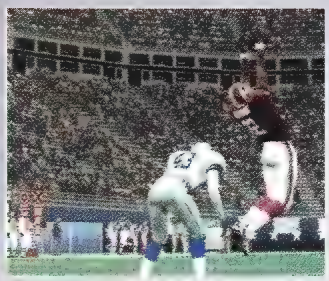
Dime

2 Hard
4 Cloud
Weak Rocket 0
All Blitz 0
Indian Weak Cover 1
Weak Crash 1
Combo Inside Zone
Combo Strong Zone
2 Man
Strong Sting 2H
3 Buzz
Cover 12
Greyhound Cover 0
Weak Sting 1
Strong Fire Cover 0
Strong Sting 1

Prevent

2 Hard
4 Cloud
Weak Rocket 0
All Blitz 0
Indian Weak Cover 1
Weak Crash 1
Combo Inside Zone
Combo Strong Zone
2 Man
Strong Sting 2H
3 Buzz
Cover 12
Greyhound Cover 0
Weak Sting 1
Strong Fire Cover 0
Strong Sting 1

Stephen Davis is your workhorse on the ground. Give him the ball to control the clock. Get him outside, and he breaks one for a long run. Use 28 sweep, 26 guard lead, and 25 stretch.



The Redskins followed the book in 2000 and spread around the ball to all of their receivers. In fact, they had five receivers each come up with more than 500 yards receiving. Let quarterback Jeff George find the open man on plays like 124 F wheel, 50 Y/A option, 152 X dig and 152 strong flood.

Take one of the linemen and rush the passer on third and long. Take confidence in the fact that you've got Champ Bailey (five interceptions) and Darrell Green (three interceptions) in the secondary to defend the pass.

Marco Coleman and Bruce Smith had double-digit sacks in 2000. Stunt the linemen to free either of these pass rushers to get into the backfield.

SAINTS

BY THE NUMBERS

Offense	82	Overall	83
Defense	81	2000 Season Record	10–6

DC Playbooks

Offense

Saints I
- Comeback
- Motion Blast
- Shift Flood
- Shift Pitch
- Double Screen
- HB Option
- Shift Counter
- Motion PA Verticals
- Motion Reverse
- PA Post
- Motion PA Verticals 2
- Motion FB Off Tackle
- Motion PA Go
- Quick Pitch
- Shift PA Boot

Saints Right
- QB Sneak
- Motion Lead
- Motion PA Flat
- FB Off Tackle
- Cutback
- FB Dive
- Chaos
- Quick Toss

Split Queens
- Motion Slant
- Motion Dive
- Motion Out
- Motion Cutback
- Comeback
- Underneath
- Motion Toss
- Outs

Double Gun Left
- Motion Over Under
- Curls
- Draw
- Lure Deep Angle
- Cross
- Post Corner
- Post
- Verticals
- Switch
- Slants
- Scissors

Split
- Off Tackle
- Motion Toss
- RB Screen
- Dive
- Counter
- PA Post
- Outside Toss
- Slant
- Zone

I Twins
- Lead
- Roll Out Comeback
- FB Outside
- Quick Out
- Motion FB Give
- Cross
- Motion Isolation
- Roll Out Corner
- Motion Toss

Double Left Slot
- Motion Post
- Motion Out
- Draw
- Motion In
- Deep Curls
- PA Underneath
- Outs
- Off Tackle
- Motion Underneath
- Motion Slant
- Pitch
- Switch

Trey
- Motion Mace
- Flat
- Lead
- Motion Bubble Screen
- G Lead
- Slant
- Motion Toss
- Motion Out
- Dive
- Motion Flat
- Motion Zone
- Motion Wheel

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Ricky Williams led the Saints' running attack last year with a 1,000-yard season (a 4-yards-per-carry average). Get him the ball early and often to wear out the defense and to set up the pass. Try Saints I→motion blast to attack the outside of the defensive line. Williams can also be an effective pass catcher—in 2000 he averaged over 9 yards per reception. Get him the ball on Saints I→shift flood.

Joe Horn is a good deep threat for the Saints. He led the team in 2000 with 1,340 receiving yards on 94 receptions and eight touchdowns. Get him the ball deep on double gun left→curls. Look for Albert Connell on the right-hand side of the field on double left slot→motion out. Wait for him to cut to the sideline before throwing the ball.

The Saints don't feature the tight end very much, so to take advantage of linebackers playing a zone defense, try double gun left→motion over under. Onome Ojo will flare out to the left side of the field underneath the linebackers' coverage. Don't forget about the fullback. Rookie Moran Norris from Kansas can gain yards on the ground for the Saints. Try Saints right→FB off tackle.

Darrin Smith is a part of a strong group of linebackers. On 4-3 cover→cover 3, this weak side linebacker plays a zone coverage. If the QB makes a mistake, Smith can step up and make the interception. La'Roi Glover leads the pass rush on the defensive line. In 2000, he led the D with 17 sacks. You won't have to blitz much with the Saints. In fact, three of the four starting defensive linemen had double-digit sack totals in 2000.

PS2 Playbooks

Offense

Ace
152 All Go
56 Stretch
152 Bootleg Y Cross
54 Inside Zone
50 X/Z Out
52 Zone Cutback
90 X/Z Slant

I Jokers
28 Toss
90 Z Fade
24 Inside Zone
122 T Corner
24 Power
22 Iso
122 Y Flat
Sneak

I Pro
122 X Dig
22 Iso
90 X/Z Slant
22 Lead Draw
122 X/Z Out
28 Toss
122 All Go
22 Zone Cutback

Doubles
56 Stretch
152 A Cross
52 Draw
50 T Option
52 Zone Cutback
50 All Go
54 Inside Zone
153 Bootleg X Cross
90 X/Z Slant

Shotgun Doubles Right
H Screen Weak
QB Draw
50 All Go
52 Draw
50 A/T Option
50 X/Z Out
50 Stop/Corner

Triple
54 Inside Zone
152 Bootleg Y Cross
52 Zone Cutback
152 All Go
56 Stretch
152 A Cross
90 X/Z Slant

Right Triple
56 Stretch
152 X Post
54 Inside Zone
50 Strong Flood
54 Power
H Screen Weak
52 Zone Cutback
90 X/Z Slant

Strong I Pro
50 T Corner
24 Inside Zone
Strong Flood
26 Stretch
124 X Post
28 Toss
90 X Slant
24 Power

Triple Left
51 Trap
H Screen Weak
Fake Trap 17 Sweep
50 T Seam
QB Draw
90 X/Z Slant
50 X/Z Out

Shotgun Triple Left
58 Sweep
50 Z Under
51 Draw
50 Strong Flood
Fake Draw 17 Sweep
50 All Go
H Screen Weak

Ace Trips
52 Zone Cutback
50 X/Z Wheel
54 Inside Zone
153 Bootleg Z Out
56 Stretch
152 T Corner
Sneak
90 X/Z Slant

I Jokers Pair
122 Z Out
22 Iso
122 T Seam
26 Stretch
122 Y/T Cross
24 Inside Zone
Sneak
28 Toss

Weak I Pro
22 Zone Cutback
123 X Dig
25 Stretch
122 X/Z Go
22 Draw
50 T Cross
27 Toss
90 X/Z Stop

I Spread
28 Toss
50 Option
24 Power
122 All Curl
22 Lead Draw
50 All Streaks
22 Iso
90 X/Z Stop

Shotgun Trey Left
50 X Out
51 Trap
50 All Curl
QB Draw
50 A Option
50 All Go
Fake Trap 17 Sweep
Hail Mary

Pair Slot
152 T Out
54 Inside Zone
152 X/Z Post
56 Stretch
H Screen Weak
52 Zone Cutback
90 X/Z Slant

Strong I Jokers Pair
124 Bootleg Y Cross
Fake 28 Sweep QB Keep
Strong Flood
24 Iso
122 T Corner
24 Power
26 Stretch

I Twins
22 Iso
122 X Post
28 Toss
50 T Out
24 Inside Zone
122 Strong Flood
22 Zone Cutback
90 X/Z Stop

Quads
Hail Mary
52 Zone Cutback
90 X Quick Hitch
Sneak
50 A/T Option
52 Draw
50 All Go

Shotgun Quads Right
H Screen Weak
QB Draw
50 Y/A Cross
52 Trap
50 X/Z Out
50 All Go
50 Stop/Corner

Strong I Twins
122 T Corner
22 Iso
122 Z Post
26 Stretch
H Screen Weak
28 Toss
90 X/Z Slant
24 Power

Offense continued

Weak I Spread
50 A/Z Cross
22 Zone Cutback
90 X/Z Stop
25 Stretch
122 All Go
F Screen Weak
27 Toss
50 X/Z Out

Split Twins
50 T Corner
21 Draw
50 X Out
Fake Dive 18 Sweep
50 X/Z Go
90 X/Z Slant
32 Dive

Strong I Spread
24 Power
124 Z Post
24 Iso
122 X Dig
26 Stretch
Strong Flood

Shotgun Split Spread
50 A Seam
21 Draw
50 Corner/Stop
H Shovel
32 Draw
18 Sweep
50 All Curl

Empty Open
50 X/Z Go
50 X/Z Out
18 Sweep
50 H/A Cross
50 Y/A Option
QB Draw
90 All Slant

Shotgun Bunch Left
50 Strong Flood
QB Draw
50 Y Flat
58 Sweep
50 A Corner
51 Trap
50 X Go

Defense

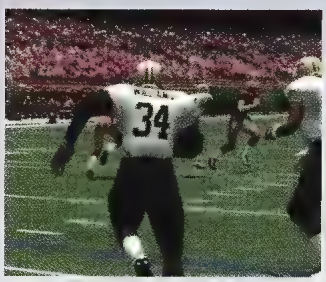
Goal Line
GL Cloud
GL Indian Strong
GL Strong Zone
GL Saints Blitz
GL Weak Zone
GL Weak Flow
GL Weak Crash 0
GL Weak Blast

4-3
Key Zone
Cover 3
4 Sky
2 Soft
Spear Cover 3
2 Hard
Combo Inside Zone
Double Steal
All Blitz 0
Weak Blast 1
Force Fire 0
Spear Cover 1
Indian 0
Open Fire 0
Strong Blast 1
Indian Weak Cover 1

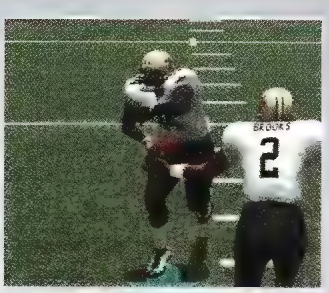
Nickel
Key Zone
2 Hard
Combo Inside Zone
Open Fire 0
4 Cloud
2 Man
Combo Strong Zone
Weak Crash
3 Buzz
Middle Blast
Weak Crash 1
Rocket Blitz 0
Sting Blitz Cover 1
Blaze Cover 0
Strong Indian 1

Dime
2 Hard
Combo Inside Zone
Indian 0
Open Fire 0
2 Man
3 Buzz
Middle Blast
1 Dog the Dig
Sting 2 Soft
Strong Sting 2H
Cover 12
Weak Sting 1
Greyhound Cover 0
Strong Sting 1
Tight Fire 0

Prevent
2 Hard
Combo Inside Zone
Indian 0
Open Fire 0
2 Man
3 Buzz
Middle Blast
1 Dog the Dig
Sting 2 Soft
Strong Sting 2H
Cover 12
Weak Sting 1
Greyhound Cover 0
Strong Sting 1
Tight Fire 0



Ricky Williams is the Saints' workhorse back. Pound him inside with the 51 trap or the 24 power, then spring him outside on the 56 stretch or 28 toss.



After you have established a strong running game, call the play action pass. The defense will bite on the fake handoff and give your receivers a chance to get open. Try out the 152 bootleg Y cross, 122 T corner, and 122 Y flat.

Your primary receiver is Joe Horn, but you need to spread the ball around. Get the ball to the open man on 90 X/Z slant, 50 stop/corner, and 90 X slant.

The Saints have a good group of linebackers. When you play a zone, you control one of the linebackers when the pass is in the air. Wrap up the receiver and bring him down when he's made the catch.

Seahawks

BY THE NUMBERS

Offense	82	Overall	80
Defense	84	2000 Season Record	6–10

DC Playbooks

Offense

Split
Curl
Power Lead
Crosses
Talon Trap
Check Down
Slant
Sweep
Active Screen

Power I
Isolation
PA Corner
FB Give
Fade
Weak Iso
Toss
PA Flood Outside
Power

I Queens
Cross Slants
Lead Draw
PA Dig Inside
Isolation Blast
Outs
Talon Zone Cutback
Bomb

I
Sweep
PA Cross
Isolation
Hitch
Zone Cutback
Buzzard Slant
Zone
PA Pair Verticals
Toss
PA Curls

Double
Verticals
Screen
Silver Zone
Cross
Fade
Poker Draw
Under
Toss
Wing Slant

Trey
Double Slant
Screen
Draw
Fade
Drag
Motion Out
Blue Zone Cutback
Motion Flat
Zone
Vertical
Motion Wheel

Strong I
PA Dig
Isolation
Silver Fade
Toss
Corner
Nested Screen
Power
PA Verticals
Zone Cutback
PA Flood
Seahawk Zone
Mirror Slant

Split Queens
Triple Slant
Quick Toss
Hook
Draw
All Out
Deep Post
Trap
Out
Sweep
Spring Curl

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Stash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

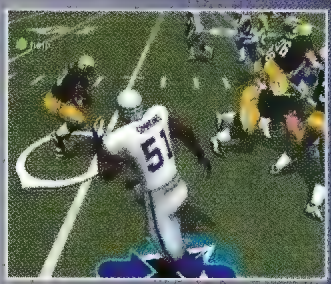
Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Follow your blockers as you bounce Ricky Watters outside on the power I→ toss. A strong running game featuring back Watters sets up the play action pass. Look for tight end Christian Fauria on the power I→PA corner.

Look for Koren Robinson across the middle on I→buzzard slant. This play works well against both zone and man-to-man defenses. Look for Darrell Jackson heading for the sideline on trey→motion out. Release the ball as soon as he makes his cut to the sideline.

With a full head of steam, your fullback can bowl over single tacklers. Get him the ball through the air with strong I→PA flood.



The Seahawks' defensive line didn't come up with many sacks in 2000. To get pressure on the QB, bring extra defenders on the blitz. Gamble on defense with the Seahawks. A well-timed hit can force the receiver to drop the football before it's a catch. Be careful, though. If you arrive too early, it will be a penalty.

PS2 Playbooks

Offense

Ace Trips
56 Guard Lead
152 T Cross
52 Draw
152 X/Z Wheel
52 Zone Cutback
90 X/Z Stop
56 Stretch

I Spread
122 A Option
26 Stretch
122 All Go
22 Iso
H Screen Weak
24 Power
90 X/Z Slant
26 Counter

Doubles Weak Pro
33 Lead
50 X/H Wheel
37 Toss
50 X Comeback
21 Trap
90 X/Z Slant
H Screen Weak

I Wing
26 Stretch
122 T Corner
24 Power
122 Y/T Cross
22 Iso
122 Cross
28 Toss

Doubles II Motion Tight
54 Inside Zone
90 X/Z Slant
56 Stretch
F Screen Strong
58 Toss
50 Z/X Curl
52 Dive
152 All Go

Ace
52 Draw
152 Bootleg Cross
56 Stretch
50 X/Z Out
58 Toss Zone
50 All Go
90 Slants/Flats

Strong I Spread
28 Toss
F Screen Strong
24 Lead Draw
122 Out and Up
26 Guard Lead
122 Z Post
90 X/Z Stop

Doubles
50 T/A Cross
52 Draw
50 A Under
56 Stretch
50 Streaks
54 Inside Zone
90 X/Z Slant

I Jokers
26 Stretch
122 Bootleg T Corner
32 Dive
122 Z Cross
22 Iso
122 Bootleg T Cross
26 Counter
90 Z Slant

Bunch
50 T Cross
90 X/Z Slant
58 Toss Zone
H Screen Weak
152 Z Under
50 H Wheel
52 Trap
50 Y/Z Cross
52 Draw
90 X Slant
Hail Mary

Pair Slot
50 Z Under
52 Draw
152 Bootleg Cross
58 Toss
50 X/Z Go
56 Guard Lead
90 X/Z Slant
56 Stretch

Split Spread
28 Sweep
50 X/Z Out
32 Draw
208 Z In
21 Draw
50 Strong Flood
50 X Dig

Doubles Keep
50 Z Post
52 Trap
50 A Cross
52 Draw
50 Blue Flood
Sneak
90 X Stop

Strong I Jokers
24 Power
122 Z Out
28 Toss
122 Strong Flood
26 Stretch
24 Iso
90 Z Fade

Quads
54 Inside Zone
90 X/Z Slant
56 Stretch
50 Y/A Option
52 Draw
50 Stop/Corner
50 All Go

Tight Triple
50 X/Z Go
58 Toss Zone
152 Strong Flood
56 Stretch
123 Bootleg Y Flat
54 Inside Zone
52 Draw
90 X/Z Slant

Weak I Spread
90 X/Z Slant
37 Toss
50 X/Z Curl
33 Dive
122 X/A Wheel

I Pro
124 X/Z Out
26 Stretch
122 X Go
24 Power
122 F Seam
22 Iso
90 X/Z Slant
28 Toss

I Twins
122 Green Flood
24 Power
122 Z Choice
26 Guard Lead
122 T Corner
22 Iso
90 X/Z Stop

Empty Ope
50 A Choice
50 Z/H Curl
Sneak
50 Stops
90 X/Z Slant
QB Draw

Trey
Hail Mary
52 Zone Cutback
H Screen Weak
26 Guard Lead
152 Z Post
50 X Cross
54 Inside Zone
90 X/Z Slant

Split Pro
21 Draw
50 H/F Cross
32 Trap
50 H/F Swing
28 Sweep
50 X/Z Out
50 Streaks

Offense continued

Strong I Pro
- 26 Guard Lead
- 50 Z/X Streak
- 22 Zone Cutback
- 90 X/Z Slant
- 24 Iso
- H Screen Weak
- 24 Power
- 122 Bootleg X Out

Triple
- 90 X Stop
- 50 A Cross
- Sneak
- 50 Z Post
- 50 Blue Flood
- 152 X Dig
- 152 Z Curl
- 52 Draw
- 50 T Seam
- 90 X/Z Fade
- 52 Zone Cutback

Trips
- 52 Draw
- 152 Stop/Corner
- 54 Lead Zone
- 152 X Comeback
- 58 Toss Zone
- 152 T Cross
- 90 X/Z Stop

Quads Right
- 208 Wheel/Curl
- 52 Draw
- 20 8 A Out
- 52 Trap
- 90 Slants/Flats
- 50 All Go
- 50 H Check Down

Defense

Goal Line
- GL Strong Blast 0
- GL Indian Strong
- GL Strong Cloud
- GL Strong Zone
- GL Weak Crash 0
- GL Middle Blast
- GL Hawk Blitz
- GL Weak Zone
- GL Weak Indian 0

4-3
- 3 Strong
- 4 Cloud
- 2 Hard
- Combo Inside Zone
- 2 Man
- Double Steal
- 3 Weak
- Key Zone
- Weak Blast 1
- Strong Blast 1
- Spear Cover 1
- All Blitz 0
- Force Fire 0
- Strong Rocket 0
- Weak Crash 1
- Indian Weak Cover 1

Nickel
- 4 Cloud
- 2 Hard
- Combo Inside Zone
- 2 Man
- 3 Weak
- Key Zone
- Weak Blast 1
- Weak Crash 1
- Indian Weak Cover 1
- 1 Robber
- Combo Strong Zone
- Blaze Twist Cover 0
- Strong Sting 1
- Strong Fire Cover 0
- Open Fire 0

Dime
- 4 Cloud
- Combo Inside Zone
- 2 Man
- Double Steal
- Weak Crash 1
- 1 Robber
- Combo Strong Zone
- Strong Fire Cover 0
- Weak Sting 2 Hard
- Strong Sting 2 Hard
- Greyhound Cover 0
- Middle Blast 0
- Middle Blast 1
- Double Indian Cover 0
- Weak Fire 0
- Strong Indian 1

Prevent
- 4 Cloud
- Combo Inside Zone
- 2 Man
- Double Steal
- Weak Crash 1
- 1 Robber
- Combo Strong Zone
- Strong Fire Cover 0
- Weak Sting 2 Hard
- Strong Sting 2 Hard
- Greyhound Cover 0
- Middle Blast 0
- Middle Blast 1
- Double Indian Cover 0
- Weak Fire 0
- Strong Indian 1

Ricky Watters leads the running attack. Get the ball outside and around the corner fast. Use a speed burst to get outside on plays like 56 guard lead, 37 toss, and 28 toss.

Matt Hasselbeck guides the offense in 2001. He's got a good arm. Use the maximum passing setting to drill the ball to your receivers.

The Seahawks have a pair of receivers who go across the middle effectively—Koren Robinson and Bobby Engram. When you need the reception, throw the ball either way to come up with the first down. Look for them on 122 Y/T cross, 90 slants/flats, and 50 T/A cross.

Bring in the blitz and the linemen will sneak through (the offense can block either the linemen or the linebackers, but usually not both).

Steelers

BY THE NUMBERS

Offense	76	Overall	73
Defense	79	2000 Season Record	9–7

DC Playbooks

Offense

Quad Gun
- Deep Post
- Out
- Ash Draw
- Curls
- Slot Slant
- Slot Post
- Off Tackle
- Shovel Pass

Jumbo I
- Stout Lead
- PA Corner
- Isolation
- PA Boot Corner
- Dive
- Power Lead
- PA Under

I Pair
- Steel Lead
- Flare Screen
- Wedge Iso
- Twin Slant
- G Lead
- QB Sneak
- PA Out and Up
- Power Toss
- PA Out
- Off Tackle

I
- Stalwart
- PA Comeback
- Motion Off Tackle
- Bonfire Comeback
- Cutback
- Outside G Lead
- Hard Hat
- PA Boot Hook
- Lead
- Isolation
- Trap
- FB Lead
- Out and Up
- Strong Lead

I
- In
- Motion Lead
- Sideline Comeback
- Inside G Lead
- Flat
- Slant
- Relentless
- Escape Out

Double Tight
- PA Post
- Zone
- PA In
- G Lead
- Corner
- Slant
- TE Trap
- Screen
- Post

Double Right Slot
- Out
- Inside Zone
- Midrange Out
- Dive
- Comeback
- Slants
- Draw
- Screen

Trey Run
- Drag
- Draw
- Curl
- Off Tackle
- Post
- Isolation
- Motion Slant
- QB Draw
- Motion Fade
- Middle Strike
- Fade

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Stash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

At a playing weight of 250 pounds, running back Jerome Bettis has the size to run over people. Run him inside with plays like jumbo I→dive. When you want to run outside, substitute Amos Zereoue in for Bettis and call I queens→relentless. Follow your blockers outside and use a speed burst to gain big yardage.

Down around the end zone, call trey gun→motion fade and get the ball to wide receiver Hines Ward.

Spread around the ball in the passing game. Second-year player Plaxico Burress is open on the trey gun→curl play. Look for Troy Edwards on quad gun→out. Wait for him to make his cut to the sideline before delivering the pass.

The Steelers have a good core group of linebackers and use the 3-4 package to maximize their effectiveness. In fact, the top two sack leaders for the Steelers in 2000 were linebackers. Call the 3-4→rocket blitz to unleash your linebackers on the QB. That pressure leads the opposing offense into mistakes. Both starting corners came up with five interceptions in 2000.

PS2 Playbooks

Offense

Doubles F Motion
26 Stretch
50 T Cross
22 Draw
22 Zone Cutback
50 Z Post
50 X/Z Go
Sneak
90 X/Z Slant

I Jokers
26 Guard Lead
122 X Curl
28 Toss HB Pass
122 T Flat
22 Zone Cutback
22 Iso
90 X Stop
26 Stretch

Ace
50 Y/T Cross
52 Zone Cutback
50 X/Z Out
56 Stretch
152 Y/T Seam
52 Draw
50 T Cross
58 Toss
90 X/Z Slant

I Pro Z In
28 Toss
122 X Post
Fake 24 Iso Reverse
122 Z Under
26 Stretch
90 X Stop

Shotgun Doubles Right
50 A/X Wheel
50 T Cross
QB Sneak
50 Strong Flood
50 All Go
52 Draw

Empty Open
50 Stop/Corner
50 A Cross
18 Naked Bootleg
50 Z Post
50 Strong Flood
90 All Stop
QB Sneak

Strong I Jokers
28 Toss
122 T Cross
24 Inside Zone
122 X Go
22 Lead Draw
26 Power
122 Strong Flood

Pair Slot
56 Guard Lead
50 Z Cross
24 Inside Zone
152 T Corner
52 Draw
H Screen Weak
Sneak
90 X/Z Slant

I Pro
26 Guard Lead
122 X/Z Go
32 Dive
122 X Dig
22 Lead Draw
122 T Corner
22 Iso
90 X/Z Stop

Shotgun Triple Left
50 All Go
H Shovel
H Screen Weak
QB Sneak
50 Z Under
Hail Mary
90 X/Z Stop

Doubles
52 Draw
50 Stop/Corner
56 Stretch
50 A Cross
52 Zone Cutback
50 All Go
H Screen Weak
90 X/Z Slant

I Jokers Pair
122 Bootleg T Cross
Fake Toss 17 Keep
122 Y/T Cross
22 Iso
122 T Corner
26 Stretch
90 X Fade
28 Toss

Ace Trips
58 Toss
52 Zone Cutback
153 Bootleg Out
52 Draw
56 Stretch
152 X/Z Go
50 Curl/Flat
90 X/Z Stop

Weak I Pro
27 Toss
H Screen Weak
22 Zone Cutback
122 All Curl
24 Inside Zone
50 X/Z Go
26 Counter
90 X/Z Stop

Shotgun Trey Left
50 All Go
50 Z Cross
Fake Draw 17 Sweep
50 X/Z Out
50 A Under
52 Draw

Triple
52 Draw
152 A Seam
52 Zone Cutback
50 X/Z Out
58 Toss
H Screen Weak
90 X/Z Stop

I Spread
28 Toss
122 X Dig
22 Iso
122 Bootleg X Out
26 Stretch
122 A Cross
50 X/Z Go

Tight Triple
56 Stretch
152 Strong Flood
50 X/Z Out
152 X Dig
24 Inside Zone
52 Draw
90 X/Z Slant

I Twins
28 Toss
123 Bootleg Out
Fake Toss QB Sweep
122 Z Cross
22 Lead Draw
122 X/Z Wheel
22 Iso
90 X/Z Stop

Offense continued

Shotgun Quads Right
- 50 Z Under
- QB Sneak
- 50 Y/A Cross
- 58 Toss
- 50 Strong Flood
- 50 X/Z Go
- 52 Draw
- Hail Mary

Split Spread
- 90 X Fade
- Fake Sweep QB Keep
- 50 Stop/Corner
- 22 Lead Draw
- 50 All Curl
- QB Sneak
- 50 All Go

Shotgun Split Spread
- Fake Sweep QB Keep
- 50 All Curl
- 32 Draw
- 50 Stop/Corner
- 28 Sweep
- 22 Lead Draw
- 50 All Go
- QB Sneak
- 90 X Fade

Shotgun Empty
- QB Draw
- 50 X Cross
- 16 Counter
- 50 Curl/Flat
- 18 Naked Bootleg
- 50 A Quick Screen
- 50 A/Z Post

Defense

Goal Line
- All Blitz 0
- GL Steeler Blitz
- GL Weak Blast
- GL Strong Zone
- GL Weak Indian 0
- GL Strong Cloud
- GL Weak Crash
- GL Weak Zone

3-4
- Weak Go 3
- 2 Hard
- Key Zone
- 2 Soft
- 4 Cloud
- 3 Robber
- Combo Inside Zone
- Combo Strong Zone
- Weak Fire 1
- Double Hard 1
- Inside Blaze
- Force Fire 1
- Rocket 0
- Double Indian 0
- Strong Blitz
- Weak Crash 3
- All Blitz 0

Nickel
- 2 Hard
- Double Hard 1
- Strong Blitz
- 2 Man
- 3 Strong
- 3 Dog T
- Spear Weak 3
- Cover 4
- 1 Hang
- Cover 12
- Weak Blitz
- Middle Blitz
- Strong Sting 1
- Rocket Weak 0
- Blaze Twist 1

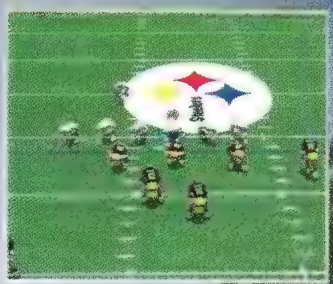
Dime
- 2 Hard
- 4 Cloud
- 3 Robber
- Combo Inside Zone
- Double Indian 0
- 2 Man
- Cover 12
- Combo Zone Weak
- Cover 8
- Spear Sting 1
- Rocket Strong 0
- Middle Blaze 1
- Weak Crash Zone Blitz
- Strong Crash Zone Blitz
- Double Hard Cover 2

Prevent
- 2 Hard
- 4 Cloud
- 3 Robber
- Combo Inside Zone
- Double Indian 0
- 2 Man
- Cover 12
- Combo Zone Weak
- Cover 8
- Spear Sting 1
- Rocket Strong 0
- Middle Blaze 1
- Weak Crash Zone Blitz
- Strong Crash Zone Blitz
- Double Hard Cover 2

Keep the ball inside with Jerome Bettis. Call plays like 22 draw, 24 inside zone, and 22 iso. To get the ball outside, substitute in one of the backup running backs and use the 26 guard lead, 28 toss, or 26 stretch.

Quarterback Kordell Stewart is a dangerous passer. The 18 naked bootleg is a designed run for Stewart, but any time the receivers are covered well downfield, he has the ability to keep the ball for a long run.

When you take the ball to the air, spread the receptions around the offense. Look for Hines Ward and Plaxico Burress on 90 X stop, 50 X/Z go, and 50 all go.



The Steelers are one of the few teams in the NFL that run the 3-4 defense. In the picture, the defense employs three down linemen. Use blitz packages to rush the outside linebacker and pressure the opposing QB.

Titans

BY THE NUMBERS

Offense	89	Overall	88
Defense	90	2000 Season Record	13–3

DC Playbooks

Offense

Ace Y Off
PA Boot Flat
Draw
Hitch
Counter
Comeback
Screen
Inside Zone
PA Verticals
Outside Zone
PA Drag
Zone Cutback
Slant

Strong I Twins
Motion PA Boot Out
Mammoth Isolation
Flood
Outside Zone Power
Motion PA Corner
PA Verticals
Shift Isolation
PA Boot Twin Flat
Counter
Curl
Shift Lead Draw
Brutal Dawn

Weak I
Shift PA Boot Vertical
Shift FB Counter
Flea Flicker
Isolation
Curls
PA Outside Verticals
Shift Lead Draw
PA Boot Flat
Shift Zone Slash
Shift PA Dig
Zone
Slant

Trey
Hitch
Draw
Cross
Zone Cutback
PA Boot Cross
Trap
PA Post
QB Draw
Under
Zone Cutback
Dive
PA Boot Strong
Cutback

Triple Near
Outside Zone
Shovel Pass
Colossal Draw
PA Slot Boot Cross
Wham Counter
PA Curl Flat

Quad Gun
Titans Flat
Air QB Draw
Middle Screen
Hammer Draw
Vertical
Trap
Wheel

Double Right Slot
Motion Slants
Powder Draw
Deep Curls
Monster Counter
PA Wheel
Scorched Zone
Black Screen
QB Draw

Trey Gun
Screen
Post
Trap
Out
Slot Cross
Verticals
Slant

Defense

4-3 Cover
Cover 2
Cover 3
Cloud
Sky
Cover 8
Slice Cover 2
Mix Cover 3
Slice Cloud
Mix Sky
Slice Cover 8
Twist Cover 3
Twist Cloud
Mix Cover 8
Man Sky
Twist C2 Man

4-3 Blitz
Monster Fire
Base
Atomic Blitz
Rocket Cover 0
Sting Fire
Slice Monster Fire
Strong Blitz
Weak Double Fire Zb
Weak Zone Blitz
Mix Sting Fire
Combo Monster Fire
Slice Sting Fire
Outside Fire
Combo Man Fire

3-4
Cover 2
Double Heat Cover 0
Cover 3
Rocket Blitz
Cloud
Weak Fire Zone
Sky
Weak Zone Blitz
Knife Cover 2
Sting Fire Cover 1
Knife Cover 3
Strong Zone Blitz
Phantom Cloud
Trio Blitz Cover 0
Cover 8
Combo Blitz Man
Corner Sting

Nickel Cover
Cover 2
Cover 2 Man
Safe Cover
Robber
Cover 6 Cloud
Soft
Slash Cover 1 Robber
Cover 6 Sky
Slash Cover 2
Mix Cover 2
Swap Cover 1 Robber
Cover 8
Twist Cover 2
Double Steal Under
Mix Man 2
Slash M2M
Twist Man Robber
Swap Cover 2
Mix Cover 1 Robber

Nickel Blitz
Combo Fire
Weak Fire Steal
Hound Fire
Cover 1
Slash Man Fire
Slash Weak Fire Steal
Hatchet Man
Swap Weak Sting
Stash Hound Fire
Slash Fire Cover 1
Bulldog Fire
Twist Combo Fire
Twist Hound Fire
Twist Fire Cover 1
Strong Fire
Mix Weak Fire Steal
Mix Combo Fire
Mix Hound Fire
Mix Fire Cover 1
Inside Fire
Swap Weak Fire Steal
Swap Combo Fire
Swap Hound Blitz
Swap Fire Cover 1
Middle Twist Press

Nickel Odd
Base Man
Cover 2
Cover 2 Man
Robber
Press Fire
Slash Bulldog Blitz
Twist Cover 2
Twist Cover 2 Man
Twist Cover 1 Robber
Hound Blitz
Cloud
Twist Bulldog Blitz
Sky
Twist Double Fire Steal
Double Fire Steal
Cover 8
Slash Double Fire Steal
Bulldog Man Fire

Dime
Cover 2 Man
Hound Fire
Cover 2
Slide Bulldog Fire
Cloud
Mix Cover 2 Man
Strong Fire
Combo Cover 2
Twist Bulldog Fire
Mix Cloud
Sky
Combo Fire
Bulldog Fire
Slide Cloud
Slice Sky
Cover 8
Weak Blitz Steal
Cover 1 Robber
Safe Cover
Twist Sky
Prevent
Mix Cover 8
Twist Cover 2 Off

Dime Odd
Cover 2 Man
Combo Fire
Cover 2
Strong Fire Zone
Piranha Fire
Double Fire Steal
Empty Robber
Sky
Cover 8
Trojan Sky
Cloud
Doberman Fire Off
Phantom Cloud

Goal Line
Press Fire
Base
Strong Fire
Middle Twist
Weak Fire
Zone
Full House
42 Rob
Cloud Strong
Steal Blitz
Strong Zone
Weak Flow
Weak Zone

Running back Eddie George leads the ground attack on offense. After his big season in 2000, watch for George to bowl over the defense in 2001. Use triple near→outside zone and push the ball down the field. When the receivers are well-covered downfield, dump off the ball to George coming out of the backfield.

Steve McNair is a big QB who's unafraid to run the ball. When you come up to the line of scrimmage, look over the defense. Are the linebackers and cornerbacks playing far off the ball? Are the safeties back or are they at the line to stuff the run? If the defenders are back, tuck the ball away and keep it for a quick scramble.

Spread around the ball to your receivers. Use triple near→PA slot boot cross to get the ball to Chris Sanders. Wait for him to cut into the middle of the field and get the ball there in a hurry (with maximum passing turned on). Look for Erron Kinney on the right side of the field on ace Y off→PA boot flat. Trey gun→verticals is a good play for Kevin Dyson; you have to take what the defense gives you on it, though, either deep or short.

Pressure on the QB comes from right defensive end Jevon Kearse. He led the team with 11.5 sacks in 2000. With him coming off the end, you shouldn't have to blitz much. Kearse will be helped out in 2001 by rookie end Kevin Carter, who brings pressure from the other side of the line. In passing situations, call nickel cover→cover 2 man.

PS2 Playbooks

Offense

Empty Tight
50 Y/A Cross
QB Draw
50 Stop/Corner
Sneak
50 A Option
50 X/Z Go
H Screen Weak
90 All Stop

Ace
56 Stretch
152 Y/T Option
24 Inside Zone
152 Bootleg T Flat
52 Draw
50 All Go
Sneak
50 H Swing

Shotgun Empty Tight
TE Middle Screen
50 Z Post
QB Draw
50 X Cross
50 X/Z Curl
50 X/Z Out

Bunch
56 Stretch
152 Y Flat
58 Toss
H Screen Weak
152 X Go
52 Draw
50 T/Z Cross

Tight Triple
58 Toss
152 X/Z go
52 Zone Cutback
90 X/Z Slant
54 Inside Zone
26 Stretch
50 Y Under

Shotgun Triple Left
50 Z Post
H Screen Weak
52 Draw
50 Power Flood
50 T/A Cross
50 X Out

I Jokers
24 Inside Zone
122 T Cross
28 Toss
122 Z Go
26 Stretch
Sneak
90 X Slant
22 Zone Cutback

Strong I Pro
22 Zone Cutback
50 All Hook
24 Iso
122 Titan Flood
25 Counter
28 Toss
90 X/Z Stop
Sneak

Strong I Twins
24 Power
50 X/Z Curl
26 Stretch
122 T Corner
22 Zone Cutback
50 All Go
22 Lead Draw
90 X/Z Slant

Ace Trips
52 Zone Cutback
153 Bootleg Y Cross
Fake Stretch Reverse
50 Power Flood
52 Draw
152 Z Out
50 X/Z Post

Shotgun Shotgun Left
52 Draw
Z Middle Screen
QB Draw
50 Strong Flood
H Screen Weak
50 All Go

Pair Slot
52 Zone Cutback
152 T Corner
52 Draw
152 X Dig
54 Inside Zone
58 Toss
90 X/Z Stop

Shotgun Quads Right
Hail Mary
50 Over Flood
22 Draw
H Screen Weak
50 Z/Y Cross
QB Lead Draw
50 X/Z Out

Shotgun Doubles Left
50 T/Z Option
QB Draw
H Screen Weak
52 Draw
50 All Go
50 X/Z Out
50 Curl/Flat

Weak I Twins
122 Z Out X Go
23 Iso
122 Strong Flood
222 Zone Cutback
90 X/Z Stop
25 Counter
122 T Choice
27 Toss

Trey
50 Corner Stop
52 Zone Cutback
152 T Cross
58 Toss
152 X/Z Go
Hail Mary
52 Draw
50 All Curl
56 Stretch
90 All Stop

Doubles
56 Stretch
TE Middle Screen
54 Inside Zone
TE Seam Screen
52 Draw
50 T/A Cross
52 Zone Cutback
50 X/Z Go
90 X/Z Slant

Quads
152 A Option
Sneak
152 Y/A Seam
54 Inside Zone
152 X Cross
52 Zone Cutback
90 All Slant
52 Draw

Empty Open
50 All Go
50 X/H Cross
Sneak
50 X/Z Out
90 X/Z Slant
QB Draw

Strong I Maxx
22 Iso
24 Power
123 Bootleg Out
26 Counter
28 Toss
122 T Corner
90 X Fade

Offense continued

I Jokers Pair

- 22 Iso
- 26 Stretch
- 122 Y Out
- 28 Toss
- 32 Dive
- 122 T/Y Cross
- 90 X Slant

Weak I Pro

- 122 Bootleg F Flat
- 26 Counter
- 124 Bootleg X Out
- 24 Inside Zone
- 123 Bootleg X Cross
- 27 Toss
- H Screen Weak
- 22 Zone Cutback
- 50 X/Z Out
- 23 Iso
- 24 Counter
- 90 X Stop
- 25 Stretch
- 122 X/Z Go

Defense

Goal Line

- All Blitz 0
- GL Strong Zone
- GL Strong Cloud
- GL Strong Blast 0
- GL Spear 0
- GL Weak Zone
- GL Weak Crash 0
- GL Middle Blast
- GL Weak Fire 0

4-3

- 2 Hard
- 4 Cloud
- 3 Weak
- 3 Strong
- Weak Crash
- Key Zone
- Combo Inside Zone
- 4 Sky
- Force Fire 0
- Indian Weak
- Spear Cover 1
- Strong Rocket 0
- Strong Crash
- Open Fire 0
- Double Indian
- Blaze Twist

Nickel

- 2 Hard
- 3 Weak
- Force Fire 0
- Strong Rocket 0
- 3 Robber
- Robber
- 2 Man
- 3 Dog T
- Combo Strong Zone
- Cover 12
- Weak Blast 1
- Weak Crash 1
- Sting Blitz Cover 1
- Blaze Cover 0
- Indian 0

Dime

- 2 Hard
- 3 Weak
- 3 Strong
- Strong Rocket 0
- Double Indian
- 2 Man
- Combo Strong Zone
- Cover 12
- Weak Crash 1
- Combo Weak Zone
- Cover 8
- Greyhound Cover 0

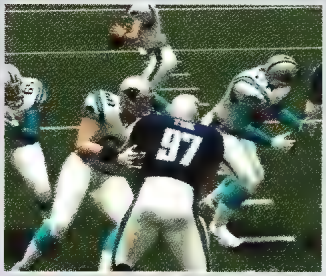
Prevent

- All Blitz 0
- Strong Rocket 0 Odd
- Weak Fire 1 Odd
- Strong Fire 1 Odd
- Cover 8 Odd
- Cover 12 Odd
- Blaze Twist 1 Odd

Pop running back Eddie George outside on the 28 toss. Get outside and around the corner quickly to break him for a huge gain. Also use the 27 toss and 56 stretch.

Get the tight end involved in the game; the Titans have a lot of good plays that feature Frank Wycheck. Use TE middle screen, TE seam screen, 50 Z post, and 50 T/A cross.

Spread around the ball to Kevin Dyson, Derrick Mason, and Chris Sanders. With George pounding the ball on the ground, your receivers will be in single coverage deep. Use 152 Y flat, 50 X/Z post, Hail Mary, and 50 Y under.



Jevon Kearse is the big player on the defensive line, but his play creates opportunities for the other linemen. Let the computer play as Kearse while you take one of the other linemen, like Jason Fisk. Kearse draws the double team, letting Fisk go in and get the quarterback.

VIKINGS

BY THE NUMBERS

Offense	82	Overall	85
Defense	78	2000 Season Record	11–5

DC Playbooks

Offense

Vikings I Tight
- Motion Lead
- Blood Thirsty Lead
- Motion Flood
- Sandbagger
- Inside Zone
- Motion Toss
- Motion Zone

Vikings I
- Inside
- Dive
- Curl
- Counter
- Comeback
- Motion Off Tackle
- Pillager
- Lead
- PA Fade
- Isolation
- Streaks
- Weak Dive
- PA Post
- Quick Draw
- PA Outs
- Weak Screen

Split Queen
- Inside Out
- Flare
- Cross Zone
- Fade
- Slant
- Motion Vertical
- Overload Motion Lead
- Post Corner
- Corsair

Split Gun
- Out
- In
- Curl
- Corner
- Post Corner
- Stretch
- Post
- Out and Up

Trips Gun
- Inside Out
- Flare
- Fade
- Drag
- Comebacks
- Marauder
- Slip Screen
- Valhalla

I Queens
- Power Lead
- Minn Post
- Motion Lead
- Motion Vertical
- Thunder Dive
- Motion Under

Ace
- Hitch
- Inside Zone
- Under
- Counter
- Slants
- PA Post
- Outside Zone
- Motion Under
- Dive
- Motion Flat
- Quick Hitch
- Barbaric Lead

Trey
- Loki
- Curls
- Berserker
- Corner
- Clear Out
- Outs
- Out and In
- G Lead
- Hitch
- Get Away
- Streaks Sky
- PA Post
- Zone
- Posts

Defense

4-3 Cover
- Cover 2
- Cover 3
- Cloud
- Sky
- Cover 8
- Slice Cover 2
- Mix Cover 3
- Slice Cloud
- Mix Sky
- Slice Cover 8
- Twist Cover 3
- Twist Cloud
- Mix Cover 8
- Man Sky
- Twist C2 Man

4-3 Blitz
- Monster Fire
- Base
- Atomic Blitz
- Rocket Cover 0
- Sting Fire
- Slice Monster Fire
- Strong Blitz
- Weak Double Fire Zb
- Weak Zone Blitz
- Mix Sting Fire
- Combo Monster Fire
- Slice Sting Fire
- Outside Fire
- Combo Man Fire

3-4
- Cover 2
- Double Heat Cover 0
- Cover 3
- Rocket Blitz
- Cloud
- Weak Fire Zone
- Sky
- Weak Zone Blitz
- Knife Cover 2
- Sting Fire Cover 1
- Knife Cover 3
- Strong Zone Blitz
- Phantom Cloud
- Trio Blitz Cover 0
- Cover 8
- Combo Blitz Man
- Corner Sting

Nickel Cover
- Cover 2
- Cover 2 Man
- Safe Cover
- Robber
- Cover 6 Cloud
- Soft
- Slash Cover 1 Robber
- Cover 6 Sky
- Slash Cover 2
- Mix Cover 2
- Swap Cover 1 Robber
- Cover 8
- Twist Cover 2
- Double Steal Under
- Mix Man 2
- Slash M2M
- Twist Man Robber
- Swap Cover 2
- Mix Cover 1 Robber

Nickel Blitz
- Combo Fire
- Weak Fire Steal
- Hound Fire
- Cover 1
- Slash Man Fire
- Slash Weak Fire Steal
- Hatchet Man
- Swap Weak Sting
- Stash Hound Fire
- Slash Fire Cover 1
- Bulldog Fire
- Twist Combo Fire
- Twist Hound Fire
- Twist Fire Cover 1
- Strong Fire
- Mix Weak Fire Steal
- Mix Combo Fire
- Mix Hound Fire
- Mix Fire Cover 1
- Inside Fire
- Swap Weak Fire Steal
- Swap Combo Fire
- Swap Hound Blitz
- Swap Fire Cover 1
- Middle Twist Press

Nickel Odd
- Base Man
- Cover 2
- Cover 2 Man
- Robber
- Press Fire
- Slash Bulldog Blitz
- Twist Cover 2
- Twist Cover 2 Man
- Twist Cover 1 Robber
- Hound Blitz
- Cloud
- Twist Bulldog Blitz
- Sky
- Twist Double Fire Steal
- Double Fire Steal
- Cover 8
- Slash Double Fire Steal
- Bulldog Man Fire

Dime
- Cover 2 Man
- Hound Fire
- Cover 2
- Slide Bulldog Fire
- Cloud
- Mix Cover 2 Man
- Strong Fire
- Combo Cover 2
- Twist Bulldog Fire
- Mix Cloud
- Sky
- Combo Fire
- Bulldog Fire
- Slide Cloud
- Slice Sky
- Cover 8
- Weak Blitz Steal
- Cover 1 Robber
- Safe Cover
- Twist Sky
- Prevent
- Mix Cover 8
- Twist Cover 2 Off

Dime Odd
- Cover 2 Man
- Combo Fire
- Cover 2
- Strong Fire Zone
- Piranha Fire
- Double Fire Steal
- Empty Robber
- Sky
- Cover 8
- Trojan Sky
- Cloud
- Doberman Fire Off
- Phantom Cloud

Goal Line
- Press Fire
- Base
- Strong Fire
- Middle Twist
- Weak Fire
- Zone
- Full House
- 42 Rob
- Cloud Strong
- Steal Blitz
- Strong Zone
- Weak Flow
- Weak Zone

Rookie running back Michael Bennett is going to be the focus of the Vikings on the ground in 2001. The Wisconsin back has the speed to get the ball outside, so look for him to get big gains on plays like Vikings I Tight→motion toss. Use the motion man for an extra blocker.

With the deep threats of Randy Moss and Cris Carter, QB Daunte Culpepper needs a dependable outlet in close. That's why the Vikings picked up tight end Byron Chamberlain in the off season. Look for Chamberlain on trey→out and in. Release the ball after he makes his cut to the outside.

Look for speedster Moss on split gun→out and up. Throw the ball up; this tall receiver will come down with it. Jake Reed is another big receiver for the Vikings. On trips gun→comeback, time it so the ball arrives as he turns around. Cris Carter is the other big receiver for the Vikings; look for him on split gun→corner.

To get to the QB, call a lot of 4-3 blitz and nickel blitz defenses. Your primary sack provider is left end Talance Sawyer. With the linemen and linebackers blitzing, rely on the solid play of your cornerbacks to make the difference. Robert Tate and Kenny Wright are the starters. After the ball is in the air, switch to the nearest corner and swat down the pass.

PS2 Playbooks

Offense

Split Pro
21 Draw
50 X/Z Go
32 Dive
H Screen Weak
23 Trap
50 X Out
90 X/Z Stop

Shotgun Split Pro
21 Draw
50 X Post
QB Draw
206 Z Out
50 X/Z Go
50 X Cross
50 Corner
H Screen Weak

Doubles
54 Inside Zone
152 All Go
52 Draw
152 X Dig
52 Zone Cutback
59 A/T Cross
56 Stretch
90 X/Z Slant

Shotgun Double Kick
50 T Cross
QB Draw
50 X Under
52 Draw
50 Stop/Corner
50 All Go
H Screen Weak
90 X/Z Stop
50 T Out

Shotgun Double Left
H Screen Weak
50 T Cross
QB Draw
50 Stop/Corner
50 X Under
50 All Go
51 Draw
90 X/Z Stop

I Twins
26 Stretch
122 T Corner
22 Iso
50 X/Z Cross
22 Zone Cutback
H Screen Weak
24 Inside Zone
90 X/Z Slant

Split Two
50 X Go
32 Trap
50 Z Option
22 Draw
206 X Corner
50 X Out
Sneak
90 X/Z Slant

Triple
H Screen Weak
56 Stretch
152 All Go
52 Zone Cutback
50 A Under
50 Z/X Out
54 Inside Zone
90 Z Quick Hitch

Triple Left
90 X/Z Fade
51 Trap
50 X/Z Out
Sneak
50 X Post
51 Draw
50 All Go

Shotgun Trips
QB Draw
50 Stop/Corner
50 All Go
50 Out
50 Z Under
H Screen Weak

I Pro
121 Bootleg Out
26 Stretch
122 T Cross
22 Zone Cutback
122 X/Z Go
122 Z Dig
22 Iso
90 X/Z Slant

I Jokers
32 Dive
122 T Corner
26 Guard Lead
122 Y Cross
22 Iso
22 Zone Cutback
90 Z Fade
26 Stretch
33 Dive

Ace
56 Stretch
152 X/Z Out
52 Zone Cutback
152 X/Z Go
52 Draw
90 X/Z Stop
54 Inside Zone
206 X Post

Ace Trips
52 Zone Cutback
56 Stretch
152 X/Z Post
52 Draw
H Screen Strong
50 Z Out

Shotgun Ace
50 Y/T Out
QB Draw
50 Y/T Cross
52 Draw
50 Z Dig
50 All Go
90 X/Z Slant

Pair Slot
56 Stretch
153 Bootleg Z Post
54 Inside Zone
205 X Out
52 Zone Cutback
152 X Dig
152 Bootleg T Cross
50 All Go

Strong I Jokers
28 Toss
122 T Out
24 Power
122 Y Seam
24 Inside Zone
90 Z Stop
26 Stretch

I Spread
122 All Go
26 Guard Lead
22 Zone Cutback
122 Z Under
22 Lead Draw
26 Stretch
90 X/Z Stop
H Screen Weak

Split Spread
50 Z Under
32 Trap
50 All Go
21 Draw
50 T Cross
QB Draw
H Screen Weak
32 Draw

Shotgun Split Spread
50 X/Z Corner
50 A Option
QB Draw
50 All Go
50 A Square In

I Jokers Flex
28 Toss
22 Iso
PA North Star Cross
24 Inside Zone
26 Stretch
122 Z Under

Split Jokers
21 Trap
50 T Corner
Sneak
90 Z Slant
34 Dive
50 F Flat

Offense continued

Shotgun Bunch
50 A Hook
QB Draw
50 Strong Flood
51 Draw
50 A Corner
50 Z Under
H Screen Weak

Shotgun Quads
50 All Go
50 Y/A Option
52 Draw
50 X/Z Out
50 Z Under
QB Draw
H Screen Weak

Quads
50 Zone Cutback
50 Y/A Option
52 Draw
Hail Mary
56 Stretch
50 X/Z Go
H Screen Weak
90 All Slant

Trey
52 Draw
90 X/Z Stop
52 Zone Cutback
50 X Post
56 Stretch
50 Z Under
H Screen Strong

Shotgun Trey
50 All Go
QB Draw
50 A Corner
50 Z Under

Defense

Goal Line
Sting Fire 0
GL Strong Zone
GL Cloud
GL Steeler Blitz
GL Indian Strong
GL Weak Zone
GL Weak Crash
GL Weak Blast
GL Weak Flow

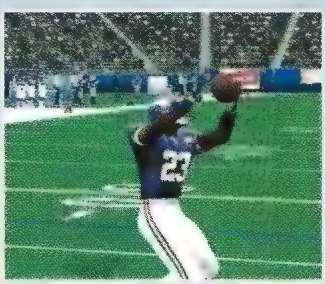
4-3
3 Weak
Key Zone
2 Hard
4 Cloud
Cover 3
2 Soft
Spear Cover 3
4 Sky
Spear Cover 1
All Blitz 0
Weak Fire 0
Open Fire 0
Weak Crash 1
Strong Blast 1
Force Fire 0
Indian Weak Cover 1

Nickel
3 Weak
Key Zone
2 Hard
4 Cloud
All Blitz 0
Open Fire 0
Weak Crash 1
Combo Inside Zone
Combo Strong Zone
3 Buzz
2 Man
Weak Blast 1
Blaze Twist Cover 0
Sting Blitz Cover 1
Strong Indian 1
Rocket Blitz 0

Dime
2 Hard
4 Cloud
All Blitz 0
Open Fire 0
Weak Crash 1
Combo Inside Zone
3 Buzz
2 Man
Strong Indian 1
Middle Blast Robber
Weak Sting 2 Hard
Cover 12
Greyhound Cover 0
Weak Sting 1
Middle Blast 1
Sting Fire 0

Prevent
2 Hard
4 Cloud
All Blitz 0
Open Fire 0
Weak Crash 1
Combo Inside Zone
3 Buzz
2 Man
Strong Indian 1
Middle Blast Robber
Weak Sting 2 Hard
Cover 12
Greyhound Cover 0
Weak Sting 1
Middle Blast 1
Sting Fire 0

Everyone keys in on the Vikings receivers, but the team has a good ground game to back up the passing game. Run Michael Bennett outside and inside after you establish your ability to throw the ball downfield. Use the 32 trap, 26 stretch, 22 zone cutback, and the 56 stretch.



Bennett has good hands, too. When the receivers are covered downfield you have a choice: Let QB Daunte Culpepper run the ball on his own or swing it out to Bennett in the flat.

Stretch the field with Randy Moss. This keeps the defense on its toes and can bring you a quick score from time to time. Look for Moss on the Hail Mary, 50 all go, or the 50 stop/corner.

To stuff the run, step up and fill the gaps with your linebackers. Hang back for a quick second to read the play. After you see it's a run, step in and fill the running lanes. You'll get the runner in the backfield if he has no lanes to run in.

PLAYER ROSTERS

Position Abbreviations

QB = quarterback	G = guard	DB = defensive back
RB = running back	T = tackle	K = kicker
WR = wide receiver	DT = defensive tackle	P = punter
TE = tight end	DE = defensive end	
C = center	LB = linebacker	

NOTE

PS2 = Sony PlayStation2 only

DC = Sega Dreamcast only

Arizona Cardinals

POSITION	PLAYER
QB	Brown, Dave
QB	Greisen, Chris
QB	Plummer, Jake
RB	Jones, Thomas
RB	Makovicka, Joel
RB	McKinley, Dennis
RB	Pittman, Michael
RB	Shields, Paul
WR	Boston, David
WR	Cooper, Andre
WR	Jenkins, MarTay
WR	Moore, Rob
WR	Newcombe, Bobby
WR	Sanders, Frank
TE	Hardy, Terry
TE	Junkin, Trey
TE	Mitchell, Tywan
TE	Ofahengaue, Tevita
TE	Tant, Jay
C	Gruttadauria, Mike
C	Starkey, Jason
G	Davis, Leonard
G	Dishman, Chris
G	Kendall, Pete
G	Scott, Yusuf
G	Shelton, L.J.
T	Clement, Anthony
T	Davidds-Garrido, Norberto
T	Davis, Leonard
T	Shelton, L.J.
DT	Bell, Marcus
DT	Davis, Russell
DT	Fatatehi, Mario
DT	Swinger, Rashod
DT	Tanner, Barron
DT	Tosi, Mao
DE	Burke, Tom
DE	Issa, Jabari
DE	Ottis, Brad
DE	Tomich, Jared
DE	Tosi, Mao
DE	Vanden Bosch, Kyle
LB	Folston, Jame
LB	Fredrickson, Rob
LB	McKinnon, Ronald
LB	Rutledge, Johnny
LB	Sanyika, Sekou
LB	Thompson, Raynoch
LB	Walz, Zack
DB	Barrett, David
DB	Chavous, Corey
DB	Hill, Renaldo
DB	Knight, Tom
DB	Lassiter, Kwamie
DB	Lucas, Justin
DB	Rhinehart, Coby
DB	Stone, Michael
DB	Tillman, Pat
DB	Wilson, Adrian
DB	Bennett, Tommy
K	Blanchard, Cory
K	Gramatica, Bill
P	Player, Scott

Atlanta Falcons

POSITION	PLAYER
QB	Chandler, Chris
QB	Vick, Michael
QB	Zeier, Eric
RB	Anderson, Jamal
RB	Christian, Bob
RB	Jervey, Travis
RB	McLeod, Kevin
RB	Smith, Maurice
RB	Thomas, Rodney
WR	Baker, Eugene
WR	Finneran, Brian
WR	Jefferson, Shawn
WR	Martin, Tony
WR	Mathis, Terance
WR	McCord, Quentin
WR	Philyaw, Mareno
WR	Sutherland, Vinny
TE	Crumpler, Alge
TE	Kelly, Reggie
TE	Kozlowski, Brian
C	Collins, Calvin
C	Garza, Roberto
C	McClure, Todd
G	Banks, Chris
G	Forney, Kynan
G	Hallen, Bob
G	Redmon, Anthony
T	Claridge, Travis
T	Salaam, Ephraim
T	Thompson, Michael
T	Whitfield, Bob
DT	Dronett, Shane
DT	Hall, Travis
DT	Jasper, Edward
DT	Moore, Ron
DT	Swayda, Shawn
DE	Flemons, Ronald
DE	Garner, Randy
DE	Kerney, Patrick
DE	Smith, Brady
DE	Swayda, Shawn
DE	Wiley, Chuck
LB	Brooking, Keith
LB	Crockett, Henri
LB	Draft, Chris
LB	Jordon, Antony
LB	Kelly, Jeff
LB	Simoneau, Mark
LB	Stewart, Matt
LB	Tuggle, Jessie
LB	Ulmer, Artie
DB	Ambrose, Ashley
DB	Bradford, Ronnie
DB	Buchanan, Ray
DB	Carter, Marty
DB	Carty, Johndale
DB	Gordon, Darrien
DB	Hamilton, Conrad
DB	Hudson, Chris
DB	McBurrows, Gerald
DB	Vaughn, Darrick
DB	Williams, Elijah
K	Arians, Jake
K	Feely, Jay
P	Mohr, Chris

Baltimore Ravens

POSITION	PLAYER
QB	Cunningham, Randall
QB	Grbac, Elvis
QB	Redman, Chris
RB	Allen, Terry
RB	Ayanbadejo, Obafemi
RB	Barnes, Chris
RB	Brookins, Jason
RB	Gash, Sam
RB	Homer, Derek
RB	Lewis, Jamal
RB	Williams, Moe
WR	Chew, Eric
WR	Ismail, Qadry
WR	Johnson, Pat
WR	Lewis, Jermaine
WR	Stokley, Brandon
WR	Swain, Damion
WR	Taylor, Travis
WR	Thompson, Germany
TE	Burrough, Jonathan
TE	Heap, Todd
TE	Sharpe, Shannon
C	Flynn, Mike
C	Maese, Joe
C	Rabach, Casey
G	Bobo, Orlando
G	Jones, Jim
G	Mulitalo, Edwin
G	Vickers, Kipp
T	Ogden, Jonathan
T	Searcy, Leon
T	Swayne, Harry
T	Williams, Erik
T	Williams, Sammy
DT	Adams, Sam
DT	Dalton, Lional
DT	Gregg, Kelly
DT	Siragusa, Tony
DT	Webster, Larry
DE	Burnett, Rob
DE	McCrary, Michael
DE	Missouri, Dwayne
DE	Thomas, Adalius
LB	Boulware, Peter
LB	Brown, Cornell
LB	Hartwell, Edgerton
LB	Jackson, Brad
LB	Lewis, Ray
LB	Sharper, Jamie
DB	Baxter, Gary
DB	Harris, Corey
DB	Lake, Carnell
DB	McAlister, Chris
DB	Mitchell, Anthony
DB	Starks, Duane
DB	Trapp, James
DB	Woodson, Rod
K	Stover, Matt
P	Richardson, Kyle

Buffalo Bills

POSITION	PLAYER
QB	Brown, Travis
QB	Gonzalez, Pete
QB	Johnson, Rob
QB	Van Pelt, Alex
RB	Bryson, Shawn
RB	Centers, Larry
RB	Henry, Travis
RB	Morris, Sammy
WR	Black, Avion
WR	Cavil, Kwame
WR	Germany, Reggie
WR	McDaniel, Jeremy
WR	Moulds, Eric
WR	Price, Peerless
WR	Taylor, Chris
WR	Thomas, Corey
TE	Jackson, Sheldon
TE	O'Leary, Dan
TE	Riemersma, Jay
C	Conaty, Bill
C	Heimburger, Craig
C	Ostroski, Jerry
G	Brown, Ruben
G	Heimburger, Craig
G	Hulsey, Corey
G	Jennings, Jonas
G	Ostroski, Jerry
T	Carman, Jon
T	Farris, Kris
T	Fina, John
T	Hicks, Robert
T	Jennings, Jonas
T	Sullivan, Marques
DT	Edwards, Ron
DT	Larsen, Leif
DT	Price, Shawn
DT	Robertson, Tyrone
DT	Williams, Pat
DE	Bowens, David
DE	Flowers, Erik
DE	Hansen, Phil
DE	Price, Shawn
DE	Schobel, Aaron
LB	Cowart, Sam
LB	Foreman, Jay
LB	Moore, Corey
LB	Newman, Keith
LB	Polk, DaShon
LB	Spoon, Brandon
LB	Wright, Kenyatta
DB	Brown, Lance
DB	Carpenter, Keion
DB	Clements, Nate
DB	Driver, Tony
DB	Hill, Raion
DB	Irvin, Ken
DB	Jones, Henry
DB	Tillman, Travares
DB	Watson, Chris
DB	Williams, Jimmy
DB	Winfield, Antoine
K	Arians, Jake
K	Christie, Steve
P	Moorman, Brian
P	Pidgeon, Pat

Carolina Panthers

POSITION	PLAYER
QB	Craig, Dameyune
QB	Lewis, Jeff
QB	Lytle, Matt
QB	Weinke, Chris
RB	Biakabutuka, Tim
RB	Brown, Dee
RB	Goings, Nick
RB	Hetherington, Chris
RB	Hoover, Brad
RB	Huntley, Richard
WR	Byrd, Isaac
WR	Hankton, Karl
WR	Hayes, Donald
WR	Jeffers, Patrick
WR	Muhammad, Muhsin
WR	Smith, Steve
WR	Turner, Jim
TE	Broughton, Luther
TE	Mangum, Kris
TE	Roberg, Mike
TE	Walls, Wesley
C	Mitchell, Jeff
C	Williams, Louis
G	Donnalley, Kevin
G	James, Jeno
G	Jordan, Leander
G	Nesbit, Jamar
T	Blackman, Jon
T	Steussie, Todd
T	Terry, Chris
T	Tuten, Melvin
DT	Buckner, Brentson
DT	Chester, Larry
DT	Gilbert, Sean
DT	Jenkins, Kris
DT	Morabito, Tim
DE	Buckner, Brentson
DE	Peter, Jason
DE	Rucker, Mike
DE	Slade, Chris
DE	Williams, Jay
LB	Kyle, Jason
LB	Minor, Kory
LB	Morgan, Dan
LB	Navies, Hannibal
LB	Reeves, John
LB	Towns, Lester
LB	Wells, Dean
DB	Anderson, Rashard
DB	Booth, Tony
DB	Cooper, Jarrod
DB	Evans, Doug
DB	Grant, Deon
DB	Hitchcock, Jimmy
DB	Howard, Reggie
DB	Minter, Mike
DB	Phenix, Perry
DB	Richardson, Damien
K	Kasay, John
P	Sauerbrun, Todd

Chicago Bears

POSITION	PLAYER
QB	Matthews, Shane
QB	McNown, Cade DC
QB	Miller, Jim
QB	Wuerffel, Danny
RB	Allen, James
RB	Denson, Autry PS2
RB	Dragos, Scott PS2
RB	Floyd, Chris DC
RB	Hicks, Skip DC
RB	Milburn, Glyn
RB	Shelton, Daimon
RB	Thomas, Anthony
WR	Bates, D'Wayne
WR	Booker, Marty
WR	Capel, John DC
WR	Engram, Bobby DC
WR	Robinson, Marcus
WR	Terrell, David
WR	White, Dez PS2
TE	Baxter, Fred
TE	Davis, John PS2
TE	Lyman, Dustin
TE	Sinceno, Kaseem
C	Dogins, Kevin PS2
C	Kreutz, Olin
G	Gandy, Mike
G	Robertson, Bernard PS2
G	Tucker, Rex
G	Villarrial, Chris
T	Brockermeyer, Blake
T	Herndon, Jimmy
T	Mannelly, Patrick
T	Williams, James O.
DT	Boone, Alfonso PS2
DT	Newkirk, Robert PS2
DT	Taylor, Henry
DT	Traylor, Keith
DT	Washington, Ted
DE	Daniels, Phillip
DE	Hamiter, Uhuru
DE	Riley, Karon
DE	Robinson, Bryan
DE	Simmons, Clyde DC
DE	Wallace, Al DC
LB	Colvin, Rosevelt
LB	Holdman, Warrick
LB	Jones, Donta DC
LB	Jones, Greg
LB	Samuel, Khari
LB	Urlacher, Brian
DB	Austin, Reggie PS2
DB	Azumah, Jerry
DB	Brown, Mike
DB	Dumas, Mike DC
DB	Green, Michael PS2
DB	Harris, Walt
DB	McQuarters, R.W.
DB	Merrill, Than PS2
DB	Parrish, Tony
DB	Smith, Frankie DC
DB	Smith, Thomas DC
DB	Whigham, Larry
DB	Young, Floyd DC
K	Edinger, Paul
P	Maynard, Brad

Cincinnati Bengals

POSITION	PLAYER
QB	Kitna, Jon
QB	Mitchell, Scott
QB	Smith, Akili
RB	Basnight, Michael DC
RB	Bennett, Brandon PS2
RB	Dillon, Corey
RB	Groce, Clif DC
RB	Johnson, Rudi
RB	Keaton, Curtis
RB	Neal, Lorenzo
RB	Williams, Nick DC
WR	Dugans, Ron
WR	Farmer, Danny
WR	Griffin, Damon DC
WR	Houshmandzadeh, T.J.
WR	Johnson, Chad
WR	Scott, Darnay
WR	Warrick, Peter
WR	Yeast, Craig DC
TE	Battaglia, Marco PS2
TE	Brewer, Sean DC
TE	McGee, Tony
TE	St. Louis, Brad PS2
C	Braham, Rich
C	Gutierrez, Brock PS2
G	Goff, Mike
G	Leyva, Victor
G	O'Dwyer, Matt
G	Rehberg, Scott
T	Anderson, Willie
T	Doughty, Mike PS2
T	Jackson, John
T	Stephens, Jamain
T	Webb, Richmond
DT	Barndt, Tom DC
DT	Gibson, Oliver
DT	Steele, Glen PS2
DT	Williams, Tony
DE	Booker, Vaughn
DE	Copeland, John DC
DE	Henry, Kevin DC
DE	Langford, Jevon
DE	Smith, Justin
DE	Whittington, Bernard
DE	Wilson, Reinard
LB	Curtis, Canute
LB	Foley, Steve
LB	Johnson, Riall
LB	Ross, Adrian
LB	Simmons, Brian
LB	Spikes, Takeo
DB	Armour, JoJuan PS2
DB	Bean, Robert PS2
DB	Carter, Chris
DB	Carter, Tom
DB	Hall, Cory
DB	Hawkins, Artrell
DB	Heath, Rodney
DB	Mack, Tremain DC
DB	Roman, Mark
DB	Williams, Darryl
K	Cunningham, Richie DC
K	Rackers, Neil PS2
P	Harris, Nick PS2
P	Pope, Daniel DC

Cleveland Browns

POSITION	PLAYER
QB	Booty, Josh PS2
QB	Couch, Tim
QB	Detmer, Ty DC
QB	Holcomb, Kelly PS2
QB	Wynn, Spergon DC
RB	Gay, Benjamin
RB	Jackson, James
RB	Prentice, Travis DC
RB	Sellers, Mike
RB	White, Jamel
WR	Chiaverini, Darrin DC
WR	Dawson, JaJuan
WR	German, Jammi
WR	Jackson, Lenzie DC
WR	Johnson, Kevin
WR	King, Andre PS2
WR	Morgan, Quincy
WR	Northcutt, Dennis
WR	Simmons, Tony PS2
TE	Campbell, Mark PS2
TE	Dudley, Rickey
TE	Santiago, O.J.
TE	Shea, Aaron
C	Bundren, Jim DC
C	O'Hara, Shaun PS2
C	Wohlabaugh, Dave
G	Bedell, Brad PS2
G	Johnson, Tre PS2
G	Pyne, Jim DC
G	Verba, Ross DC
G	Zukauskas, Paul DC
T	Chanoine, Roger PS2
T	Johnson, Tre DC
T	McKinney, Jeremy DC
T	Oben, Roman
T	Sanderson, Scott DC
T	Verba, Ross PS2
DT	Holland, Darius DC
DT	Kuehl, Ryan PS2
DT	McKinley, Alvin PS2
DT	Roye, Orpheus DC
DT	Smith, Mark PS2
DT	Spriggs, Marcus
DT	Warren, Gerard
DE	Brown, Courtney
DE	Colinet, Stalin
DE	McKenzie, Keith
DE	Rogers, Tyrone PS2
DE	Roye, Orpheus PS2
DE	Smith, Mark DC
DE	Spires, Greg PS2
LB	Abdullah, Rahim DC
LB	Boyer, Brant
LB	Harris, Anthony DC
LB	Miller, Jamir
LB	Minter, Barry PS2
LB	Moore, Marty DC
LB	Rainer, Wali
LB	Rudd, Dwayne
LB	Saleh, Tarek PS2
DB	Barnes, Rashidi DC
DB	Bush, Devin PS2
DB	Chapman, Lamar
DB	Ellsworth, Percy
DB	Frost, Scott PS2
DB	Fuller, Corey
DB	Henry, Anthony PS2
DB	Jackson, Raymond DC
DB	Little, Earl
DB	McCutcheon, Daylon
DB	Poindexter, Anthony DC
DB	Sanders, Lewis DC
DB	Smith, Marquis
K	Dawson, Phil
P	Gardocki, Chris

Dallas Cowboys

POSITION	PLAYER
QB	Carter, Quincy
QB	Stoerner, Clint
QB	Wright, Anthony
RB	Avery, John DC
RB	Hambrick, Troy
RB	Jones, Jermaine DC
RB	Smith, Emmitt
RB	Taylor, Tony
RB	Thomas, Robert
RB	Wiley, Michael
WR	Brazzell, Chris DC
WR	Chiaverini, Darrin
WR	Dunn, Damon DC
WR	Galloway, Joey
WR	Ismail, Raghib
WR	Lucas, Anthony
WR	McGarity, Wane
WR	Rambo, Ken-Yon PS2
WR	Swinton, Reggie
WR	Tucker, Jason DC
TE	Harris, Jackie
TE	LaFleur, David DC
TE	Lucky, Mike
TE	Whalen, James
C	Lehr, Matt
C	Stepnoski, Mark
G	Allen, Larry
G	Fricke, Ben PS2
G	Garmon, Kelvin
G	Jackson, Al PS2
T	Adams, Flozell
T	Dorsey, Char-Ron
T	Page, Solomon
DT	Blade, Willie
DT	Chevrier, Randy
DT	Myers, Michael
DT	Nix, John
DT	Noble, Brandon PS2
DT	Stewart, Daleroy
DT	Williams, Ben DC
DE	Ekuban, Ebenezer
DE	Ellis, Greg
DE	Underwood, Dimitrius
DE	Weatherington, Colston
DE	Zellner, Peppi
LB	Coakley, Dexter
LB	Grant, Orantes
LB	Hambrick, Darren
LB	Nguyen, Dat
LB	Steele, Markus
DB	Dixon, Tony
DB	Edwards, Mario
DB	Goodrich, Dwayne
DB	Hawthorne, Duane
DB	Johnson, Steve DC
DB	Larrimore, Kareem
DB	Reese, Izell
DB	Teague, George
DB	Woodson, Darren
K	Seder, Tim
P	Knorr, Micah

Denver Broncos

POSITION	PLAYER
QB	Beuerlein, Steve
QB	Frerotte, Gus
QB	Griese, Brian
QB	Jackson, Jarious PS2
RB	Anderson, Mike
RB	Carter, Tony PS2
RB	Davis, Terrell
RB	Gary, Olandis
RB	Griffith, Howard
RB	Hape, Patrick PS2
RB	Smith, Detron
WR	Cole, Chris
WR	Doering, Chris DC
WR	Kasper, Kevin
WR	Kennison, Eddie
WR	McCaffrey, Ed
WR	McGriff, Travis
WR	Poole, Keith DC
WR	Smith, Rod
TE	Carswell, Dwayne
TE	Clark, Desmond
TE	Hape, Patrick DC
TE	Miller, Billy DC
C	Diaz-Infante, David PS2
C	Hamilton, Ben DC
C	Nalen, Tom
C	Neujahr, Quentin DC
G	Carlisle, Cooper DC
G	Friedman, Lennie PS2
G	Leeuwenburg, Jay DC
G	Neil, Dan
G	Ostrowski, Phil DC
T	Brooks, Ethan DC
T	Carlisle, Cooper PS2
T	Lepsis, Matt
T	Teague, Trey
DT	Johnson, Jerry PS2
DT	Lett, Leon
DT	McGlockton, Chester
DT	Pryce, Trevor
DE	Berry, Bert PS2
DE	Hasselbach, Harald DC
DE	Hayward, Reggie PS2
DE	Pittman, Kavika
DE	Reagor, Montae
DE	Tanuvasa, Maa DC
DE	Toviessi, Paul
DE	Washington, Keith
LB	Burns, Keith PS2
LB	Gold, Ian
LB	Mobley, John
LB	Romanowski, Bill
LB	Wilson, Al
LB	Woodall, Lee
DB	Brown, Eric
DB	Coghill, George
DB	Davis, Eric T.
DB	Jenkins, Billy
DB	Kennedy, Kenoy PS2
DB	Middlebrooks, Willie
DB	O'Neal, Deltha
DB	Pounds, Darryl DC
DB	Spencer, Jimmy
DB	Walker, Denard
K	Elam, Jason
P	Roven, Tom

Detroit Lions

POSITION	PLAYER
QB	Batch, Charlie
QB	Detmer, Ty PS2
QB	Harbaugh, Jim
QB	McMahon, Mike
RB	Droughns, Reuben
RB	Irvin, Sedrick
RB	Lee, Amp DC
RB	Olivo, Brock
RB	Schlesinger, Cory
RB	Stewart, James
RB	Warren, Lamont PS2
WR	Anderson, Scotty
WR	Crowell, Germane
WR	Foster, Larry
WR	Howard, Desmond
WR	Moore, Herman
WR	Morton, Johnnie
TE	Banta, Brad
TE	Mitchell, Pete
TE	Sloan, David
C	Beverly, Eric
C	Raiola, Dominic
G	Blaise, Kerlin
G	Joyce, Matt DC
G	McDougle, Stockar
G	Semple, Tony PS2
G	Stai, Brenden
T	Backus, Jeff
T	Gibson, Aaron
T	Joyce, Matt PS2
T	Roberts, Ray DC
DT	Elliss, Luther
DT	Jones, James DC
DT	Kirschke, Travis
DT	Pritchett, Kelvin PS2
DT	Rogers, Shaun
DT	Spellman, Alonzo DC
DE	DeVries, Jared
DE	Hall, James PS2
DE	Porcher, Robert
DE	Pritchett, Kelvin DC
DE	Scroggins, Tracy
DE	Spellman, Alonzo PS2
LB	Aldridge, Allen
LB	Boyd, Stephen
LB	Claiborne, Chris
LB	Glenn, Jason DC
LB	Green, Barrett
LB	Kowalkowski, Scott
LB	Kriewaldt, Clint
DB	Bailey, Robert
DB	Bennett, Tommy PS2
DB	Campbell, Lamar
DB	Fair, Terry
DB	Lyght, Todd
DB	Rice, Ron
DB	Schulz, Kurt
DB	Supernaw, Kywin
DB	Westbrook, Bryant
K	Hanson, Jason
P	Jett, John

Green Bay Packers

POSITION	PLAYER
QB	Burris, Henry
QB	Favre, Brett
QB	Pederson, Doug
QB	Tolliver, Billy Joe
RB	Green, Ahman
RB	Henderson, William
RB	Levens, Dorsey
RB	Mealey, Rondell
RB	Parker, De'Mond
WR	Bradford, Corey
WR	Driver, Donald
WR	Ferguson, Robert
WR	Freeman, Antonio
WR	Lee, Charles
WR	Lucas, Anthony
WR	Schroeder, Bill
TE	Collins, Bobby
TE	Davis, Tyrone
TE	Drayton, Troy
TE	Franks, Bubba
TE	Martin, David
C	Flanagan, Mike
C	Winters, Frank
G	Ferrario, Bill
G	Mercier, Richard
G	Rivera, Marco
G	Stokes, Barry
G	Wahle, Mike
T	Clifton, Chad
T	Dotson, Earl
T	Tauscher, Mark
DT	Brown, Gilbert
DT	Davis, Rob
DT	Dotson, Santana
DT	Flanigan, Jim
DT	Lyon, Billy
DT	Maryland, Russell
DT	Warren, Steve
DE	Gbaja-Biamila, Kabeer
DE	Hasselbach, Harald
DE	Holliday, Vonnie
DE	Reynolds, Jamal
DE	Thierry, John
LB	Diggs, Na'il
LB	Gizzi, Chris
LB	Harris, Bernardo
LB	Marshall, Torrance
LB	Spragan, Donnie
LB	Wayne, Nate
LB	Williams, K.D.
OB	Akins, Chris
DB	Butler, LeRoy
DB	Edwards, Antuan
DB	Jue, Bhawoh
DB	McBride, Tod
DB	McGarrahan, Scott
DB	McKenzie, Mike
DB	Rossum, Allen
DB	Sharper, Darren
DB	Williams, Tyrone
K	Longwell, Ryan
P	Bidwell, Josh

Indianapolis Colts

POSITION	PLAYER
QB	Hobert, Billy Joe
QB	Manning, Peyton
QB	Robinson, Roderick
QB	Rypien, Mark
RB	Finn, James
RB	Gordon, Lennox
RB	James, Edgerrin
RB	Millican, Brett
RB	Rhodes, Dominic
WR	Green, E.G.
WR	Haddad, Drew
WR	Harrison, Marvin
WR	Insley, Trevor
WR	Pathon, Jerome
WR	Wayne, Reggie
WR	Wilkins, Terrence
TE	Dilger, Ken
TE	Guazzo, Mike
TE	Pollard, Marcus
C	Merandi, John
C	Moore, Larry
C	Saturday, Jeff
G	DeMulling, Rick
G	Diem, Ryan
G	Jackson, Waverly
G	McKinney, Steve
G	Moore, Larry
T	Glenn, Tarik
T	Jackson, Waverly
T	Meadows, Adam
T	Redding, Josh
DT	Johnson, Ellis
DT	Nwokorie, Chukie
DT	Peter, Christian
DT	Wells, Mike
DT	Williams, Josh
DE	Barnes, Lionel
DE	Bratzke, Chad
DE	Holsey, Bernard
DE	Nwokorie, Chukie
DE	Scioli, Brad
DE	Thomas, Mark A.
DE	Thomas, Mark
DE	Williams, Josh
LB	Gentry, Josh
LB	Harris, Sean
LB	Hollier, Dwight
LB	Morris, Rob
LB	Morton, Mike
LB	Peterson, Mike
LB	Smith, Matt
LB	Sword, Sam
LB	Washington, Marcus
DB	Bashir, Idrees
DB	Bird, Cory
DB	Brooks, Rodregis
DB	Burris, Jeff
DB	Cota, Chad
DB	Crosby, Clifton
DB	Doering, Jason
DB	Macklin, David
DB	Smith, Thomas
DB	Walls, Raymond
K	Kight, Danny
K	Vanderjagt, Mike
P	Smith, Hunter

Jacksonville Jaguars

POSITION	PLAYER
QB	Brunell, Mark
QB	Martin, Jamie
QB	Quinn, Jonathan
RB	Clemens, Kevin
RB	Mack, Stacey
RB	Moreau, Frank
RB	Stith, Shyrone
RB	Taylor, Fred
RB	Washington, Patrick
RB	Westbrooks, Jerry
WR	Dawkins, Sean
WR	Flowers, Richmond
WR	Gibson, Damon
WR	McCardell, Keenan
WR	Smith, Emanuel
WR	Smith, Jimmy
WR	Soward, R. Jay
WR	Whitted, Alvis
TE	Brady, Kyle
TE	Jones, Damon
C	Smith, Jeff
C	Wade, John
G	Koch, Aaron
G	Meester, Brad
G	Nelson, Reggie
G	Ward, Chad
G	Wiegert, Zach
T	Baniewicz, Mark
T	Boselli, Tony
T	Wiegert, Zach
T	Williams, Maurice
T	Zabursky, Steve
DT	Broomfield, Donald
DT	Chevrier, Randy
DT	Payne, Seth
DT	Smith, Larry
DT	Stroud, Marcus
DT	Walker, Gary
DE	Brackens, Tony
DE	Garner, Randy
DE	Meier, Rob
DE	Spicer, Paul
DE	Wynn, Renaldo
LB	Clark, Danny
LB	Denmen, Anthony
LB	Hardy, Kevin
LB	Nickerson, Hardy
LB	Slaughter, T.J.
LB	Tuipala, Joe
LB	Westmoreland, Eric
DB	Battles, Ainsley
DB	Beasley, Aaron
DB	Blackwell, Kory
DB	Boyd, James
DB	Bryant, Fernando
DB	Craft, Jason
DB	Darius, Donovin
DB	Lake, Carnell
DB	McCree, Marlon
DB	Olson, Erik
DB	Thomas, Kiwaukee
K	Hollis, Mike
P	Hanson, Chris
P	Leaverton, David

Kansas City Chiefs

POSITION	PLAYER
QB	Brister, Bubby
QB	Collins, Todd S.
QB	Germaine, Joe
QB	Green, Trent
RB	Blaylock, Derrick
RB	Cloud, Mike
RB	Hall, Danté
RB	Holmes, Priest
RB	Layne, George
RB	Moreau, Frank
RB	Richardson, Tony
RB	Williams, Jermaine
WR	Alexander, Derrick S.
WR	Hall, Danté
WR	Horne, Tony
WR	Minnis, Marvin
WR	Morris, Sylvester
WR	Parker, Larry
WR	Ricks, Mikhael
WR	Thomas, Chris
TE	Baber, Billy
TE	Gammon, Kendall
TE	Gonzalez, Tony
TE	Ricks, Mikhael
C	Waters, Brian
C	Wiegmann, Casey
G	Allotey, Victor
G	Shields, Will
G	Spears, Marcus
G	Sulfsted, Alex
G	Willis, Donald
T	Alford, Darnell
T	Riley, Victor
T	Tait, John
DT	Browning, John
DT	Downing, Eric
DT	Hobgood-Chittick, Nate
DT	Martin, Steve
DT	Ransom, Derrick
DT	Williams, Dan
DE	Beisel, Monty
DE	Browning, John
DE	Clemons, Duane
DE	Hicks, Eric
DE	Owens, Rich
LB	Atkins, Larry
LB	Bush, Lewis
LB	Cadrez, Glenn
LB	Edwards, Donnie
LB	Maslowski, Mike
LB	O'Neal, Andre
LB	Patton, Marvcus
LB	Stills, Gary
LB	Tisdale, Casey
DB	Allen, Taje
DB	Atkins, Larry
DB	Bartee, William
DB	Belser, Jason
DB	Crockett, Ray
DB	Dennis, Pat
DB	Harris, Corey
DB	Walker, Bracy
DB	Warfield, Eric
DB	Wesley, Greg
DB	Woods, Jerome
K	Peterson, Todd
P	Stryzinski, Dan

Miami Dolphins

POSITION	PLAYER
QB	Fiedler, Jay
QB	Lucas, Ray
QB	McNown, Cade
QB	Quinn, Mike
RB	Dyer, Deon
RB	Johnson, J.J.
RB	Konrad, Rob
RB	Minor, Travis
RB	Smith, Lamar
WR	Chambers, Chris
WR	Gadsden, Oronde
WR	McDuffie, O.J.
WR	McKnight, James
WR	Ogden, Jeff
WR	Ward, Dedric
TE	Draper, Shawn
TE	Goodwin, Hunter
TE	Mayes, Alonzo
TE	Perry, Ed
TE	Weaver, Jed
C	Ruddy, Tim
G	Cesario, Anthony
G	Dixon, Mark
G	Irwin, Heath
G	Perry, Todd
T	Folau, Spencer
T	Nails, Jamie
T	Smith, Brent
T	Spriggs, Marcus
T	Wade, Todd
T	Winey, Brandon
DT	Bowens, Tim
DT	Gardener, Daryl
DT	Grant, Ernest
DT	Haley, Jermaine
DE	Bromell, Lorenzo
DE	Leverette, Otis
DE	Mixon, Kenny
DE	Taylor, Jason
LB	Crowell, Rick
LB	Galyon, Scott
LB	Greenwood, Morlon
LB	Hemsley, Nate
LB	Hendricks, Tommy
LB	Rodgers, Derrick
LB	Russell, Twan
LB	Thomas, Zach
DB	Cousin, Terry
DB	Fletcher, Jamar
DB	Freeman, Arturo
DB	Kelly, Ben
DB	Madison, Sam
DB	Marion, Brock
DB	McGarrahan, Scott
DB	Porter, Daryl
DB	Surtain, Patrick
DB	Walker, Brian
DB	Wooden, Shawn
K	Mare, Olindo
P	Turk, Matt

Minnesota Vikings

POSITION	PLAYER
QB	Bouman, Todd
QB	Cockerham, Billy
QB	Culpepper, Daunte
QB	Wynn, Spergon
RB	Bennett, Michael
RB	Chapman, Doug
RB	Kleinsasser, Jim
RB	Morrow, Harold
RB	Prentice, Travis
RB	Williams, Moe
WR	Carter, Cris
WR	Jacquet, Nate
WR	James, Cedric
WR	Moss, Randy
WR	Reed, Jake
WR	Walsh, Chris
WR	Walters, Troy
TE	Chamberlain, Byron
TE	Davis, John
TE	Jordan, Andrew
C	Birk, Matt
G	Dixon, David
G	Kelly, Lewis
G	Lacina, Corbin
G	Lindsay, Everett
G	Wisne, Jerry
T	Badger, Brad
T	Crawford, Brian
T	Humphrey, Jay
T	Kelly, Lewis
T	Liwienski, Chris
DT	Hovan, Chris
DT	Howard, Willie
DT	Robbins, Fred
DT	Worthen, Shawn
DE	Boireau, Mike
DE	Johnstone, Lance
DE	Sawyer, Talance
DE	Smith, Fernando
LB	Abdullah, Rahim
LB	Chukwurah, Patrick
LB	Hall, Lemanski
LB	McDaniel, Ed
LB	Nelson, Jim
LB	Northern, Gabe
LB	Sauer, Craig
LB	Wilson, Antonio
LB	Wong, Kailee
DB	Carter, Tyrone
DB	Griffith, Robert
DB	Jones, Henry
DB	Kelly, Eric
DB	Morgan, Don
DB	Scott, Carey
DB	Serwanga, Wasswa
DB	Tate, Robert
DB	Thibodeaux, Keith
DB	Thomas, Orlando
DB	Wright, Kenny
K	Anderson, Gary
P	Berger, Mitch

New England Patriots

POSITION	PLAYER
QB	Bishop, Michael
QB	Bledsoe, Drew
QB	Brady, Tom
QB	Huard, Damon
RB	Edwards, Marc
RB	Edwards, Robert
RB	Faulk, Kevin
RB	Pass, Patrick
RB	Paulk, Jeff
RB	Redmond, J.R.
RB	Smith, Antowain
WR	Brown, Troy
WR	Emanuel, Bert
WR	Johnson, Charles
WR	Patten, David
WR	Simmons, Tony
WR	Small, Torrance
TE	Holloway, Jabari
TE	McWilliams, Johnny
TE	Rutledge, Rod
TE	Wiggins, Jermaine
C	Ruegamer, Grey
C	Woody, Damien
G	Andruzzi, Joe
G	Compton, Mike
G	Jones, Kenyatta
G	Light, Matt
T	Jones, Kenyatta
T	Klemm, Adrian
T	Light, Matt
T	Robinson-Randall, Greg
T	Williams, Grant
DT	Nugent, David
DT	Parker, Riddick
DT	Sayler, Jace
DT	Seymour, Richard
DE	Hamilton, Bobby
DE	McGinest, Willie
DE	Mitchell, Brandon
DE	Pleasant, Anthony
DE	Spires, Greg
LB	Bruschi, Tedy
LB	Cox, Bryan
LB	Dalton, Antico
LB	Holmberg, Rob
LB	Izzo, Larry
LB	Johnson, Ted
LB	Katzenmoyer, Andy
LB	McGinest, Willie
LB	Moore, Marty
LB	Phifer, Roman
LB	Turner, T.J.
LB	Vrabel, Mike
DB	Akbar, Hakim
DB	Buckley, Terrell
DB	Cherry, Je'Rod
DB	Harris, Antwan
DB	Jones, Tebucky
DB	Law, Ty
DB	Milloy, Lawyer
DB	Myers, Leonard
DB	Serwanga, Kato
DB	Shaw, Terrance
DB	Smith, Otis
DB	Stevens, Matt
DB	Williams, Brock
K	Vinatieri, Adam
P	Costello, Brad
P	Johnson, Lee

New Orleans Saints

POSITION	PLAYER
QB	Blake, Jeff
QB	Brooks, Aaron
QB	Delhomme, Jake
RB	Harris, Derrick
RB	Houser, Kevin
RB	McAfee, Fred
RB	McAllister, Deuce
RB	Morton, Chad
RB	Norris, Moran
RB	Smith, Terrelle
RB	Williams, Ricky
WR	Connell, Albert
WR	Horn, Joe
WR	Jackson, Willie
WR	Lewis, Michael
WR	Ojo, Onome
WR	Wilson, Robert
TE	Cleeland, Cameron
TE	Hall, Lamont
TE	Stachelski, Dave
TE	Wheatley, Austin
C	Ackerman, Tom
C	Fontenot, Jerry
G	Naeole, Chris
G	Reyes, Tutan
G	Traylor, Albert
G	Williams, Wally
T	Price, Marcus
T	Reyes, Tutan
T	Roaf, William
T	Terrell, Daryl
T	Turley, Kyle
T	White, Mitch
DT	Chase, Martin
DT	Glover, La'Roi
DT	Hand, Norman
DT	Seals, Richard
DT	Smith, Kenny
DE	Fitzpatrick, Larry
DE	Howard, Darren
DE	Johnson, Joe
DE	Whitehead, Willie
LB	Clarke, Phil
LB	Clemons, Charlie
LB	Hodge, Sedrick
LB	Mitchell, Keith
LB	Myles, DeShone
LB	Smith, Darrin
LB	Williams, Brian
DB	Bellamy, Jay
DB	Gleason, Steve
DB	Hawthorne, Mike
DB	Israel, Steve
DB	Knight, Sammy
DB	Mathis, Kevin
DB	Oldham, Chris
DB	Thomas, Fred
DB	Weary, Fred
K	Carney, John
P	Gowin, Toby

New York Giants

POSITION	PLAYER
QB	Collins, Kerry
QB	Garrett, Jason
QB	Palmer, Jesse
RB	Barber, Tiki
RB	Bennett, Sean
RB	Comella, Greg
RB	Dayne, Ron
RB	Montgomery, Joe
WR	Carter, Jon
WR	Davis, Thabiti
WR	Dixon, Ron
WR	Hilliard, Ike
WR	Jurevicius, Joe
WR	Toomer, Amani
WR	Tucker, Anthony
WR	Woodcock, Pat
TE	Campbell, Dan
TE	Cross, Howard
TE	McDonnell, Brady
C	Zeigler, Dusty
G	Kiernan, Scott
G	Parker, Glenn
G	Rosenthal, Mike
G	Stone, Ron
G	Whittle, Jason
T	Bober, Chris
T	Brown, Lomas
T	Goff, Jim
T	Petitgout, Luke
DT	Griffin, Cornelius
DT	Hale, Ryan
DT	Hamilton, Keith
DT	Kolodziej, Ross
DE	Ferrara, Frank
DE	Holmes, Kenny
DE	Scott, Cedric
DE	Strahan, Michael
LB	Armstead, Jessie
LB	Barrow, Micheal
LB	Golden, Jack
LB	Jones, Dhani
LB	Short, Brandon
DB	Allen, Will
DB	Brown, Ralph
DB	Coleman, Quincy
DB	Garnes, Sam
DB	LeBlanc, Clarence
DB	McDaniel, Emmanuel
DB	Peterson, William
DB	Sehorn, Jason
DB	Stoutmire, Omar
DB	Thomas, Dave
DB	Williams, Shaun
K	Andersen, Morten
K	Holmes, Jaret
K	Markham, John
K	Pochman, Owen
P	Williams, Rodney C.

New York Jets

POSITION	PLAYER
QB	Pennington, Chad
QB	Testaverde, Vinny
QB	Woodbury, Tory
RB	Anderson, Richie
RB	Jackson, Marlion
RB	Jordan, Lamont
RB	Martin, Curtis
RB	Morton, Chad
RB	Sowell, Jerald
WR	Alston, Corey
WR	Chrebet, Wayne
WR	Coles, Laveranues
WR	Hatchette, Matthew
WR	Hayes, Windrell
WR	King, Walter
WR	Kitchings, Desmond
WR	Moss, Santana
TE	Becht, Anthony
TE	Dearth, James
TE	Moreland, Jake
C	Mawae, Kevin
G	Jenkins, Kerry
G	Loverne, David
G	Machado, J.P.
G	Peko, Situpe
G	Thomas, Randy
T	Fabini, Jason
T	McKenzie, Kareem
T	Young, Ryan
DT	Barndt, Tom
DT	Burton, Shane
DT	Ellis, Shaun
DT	Ferguson, Jason
DT	Martin, Steve
DT	Reed, James
DT	Wiltz, Jason
DE	Abraham, John
DE	Burton, Shane
DE	Ellis, Shaun
DE	Lyle, Rick
DE	Ogbogu, Eric
LB	Abraham, John
LB	Colman, Doug
LB	Darling, James
LB	Farrior, James
LB	Glenn, Jason
LB	Gordon, Dwayne
LB	Jones, Marvin
LB	Lewis, Mo
LB	Syvrud, J.J.
DB	Coleman, Marcus
DB	Ferguson, Nick
DB	Frost, Scott
DB	Glenn, Aaron
DB	Green, Victor
DB	Hayes, Chris
DB	Henderson, Jamie
DB	Mickens, Ray
DB	Robinson, Damien
DB	Scott, Tony
K	Hall, John
P	Parks, Tommy
P	Tupa, Tom

Oakland Raiders

POSITION	PLAYER
QB	Gannon, Rich
QB	Hoying, Bobby
QB	Tuiasosopo, Marques
RB	Crockett, Zack
RB	Garner, Charlie
RB	Jordan, Randy
RB	Kirby, Terry
RB	Ritchie, Jon
RB	Wheatley, Tyrone
WR	Barlow, Reggie
WR	Brown, Tim
WR	Dunn, David
WR	Jett, James
WR	Knight, Marcus
WR	Porter, Jerry
WR	Rambo, Ken-Yon
WR	Rice, Jerry
TE	Brigham, Jeremy
TE	Fulcher, Mondriel
TE	Glover, Andrew
TE	Williams, Roland
C	Robbins, Barret
C	Treu, Adam
G	Collins, Mo
G	Middleton, Frank
G	Sims, Barry
G	Wisniewski, Steve
T	Ashmore, Darryl
T	Kennedy, Lincoln
T	Sims, Barry
T	Stinchcomb, Matt
DT	Coleman, Roderick
DT	Cooper, Chris
DT	Ioane, Junior
DT	Jackson, Grady
DT	Russell, Darrell
DE	Armstrong, Trace
DE	Bryant, Tony
DE	Coleman, Roderick
DE	Grant, DeLawrence
DE	Ioane, Junior
DE	Taves, Josh
DE	Upshaw, Regan
LB	Alexander, Elijah
LB	Barton, Eric
LB	Biekert, Greg
LB	Brooks, Bobby
LB	Phillips, Ryan
LB	Smith, Travian
LB	Thomas, William
DB	Allen, Eric
DB	Branch, Calvin
DB	Dorsett, Anthony
DB	Gibson, Derrick
DB	Harris, Johnnie
DB	James, Tory
DB	Jennings, Brandon
DB	Pope, Marquez
DB	Woodson, Charles
K	Janikowski, Sebastian
P	Lechler, Shane

Philadelphia Eagles

POSITION	PLAYER
QB	Detmer, Koy
QB	Feeley, A.J.
QB	McNabb, Donovan
RB	Autry, Darnell
RB	Buckhalter, Correll
RB	Martin, Cecil
RB	Mitchell, Brian
RB	Pritchett, Stanley
RB	Staley, Duce
WR	Brown, Na
WR	Douglas, Dameane
WR	Jones, Isaac
WR	Mitchell, Freddie
WR	Pinkston, Todd
WR	Scott, Gari
WR	Thrash, James
TE	Bartrum, Mike
TE	Lewis, Chad
TE	Stewart, Tony
TE	Thomason, Jeff
C	Fraley, Hank
C	Miller, Bubba
C	Romero, John
G	Brzezinski, Doug
G	Mayberry, Jermane
G	Pyne, Jim
G	Welbourn, John
G	Williams, Bobbie
T	Runyan, Jon
T	Schau, Ryan
T	Thomas, Tra
T	Welbourn, John
DT	Grasmanis, Paul
DT	Simon, Corey
DT	Thomas, Hollis
DT	Walker, Darwin
DT	Whiting, Brandon
DE	Burgess, Derrick
DE	Douglas, Hugh
DE	Frank, John
DE	Jefferson, Greg
DE	Kalu, Ndukwe
DE	Whiting, Brandon
LB	Caldwell, Mike
LB	Caver, Quinton
LB	Emmons, Carlos
LB	Gardner, Barry
LB	Reese, Ike
LB	Trotter, Jeremiah
DB	Cook, Rashard
DB	Crutchfield, Darrel
DB	Dawkins, Brian
DB	Harris, Al
DB	Hauck, Tim
DB	Montgomery, Monty
DB	Moore, Damon
DB	Taylor, Bobby
DB	Vincent, Troy
DB	Williams, Kevin L.
K	Akers, David
P	Landeta, Sean

Pittsburgh Steelers

POSITION	PLAYER
QB	Graham, Kent
QB	Maddox, Tommy
QB	Martin, Tee
QB	Stewart, Kordell
RB	Bettis, Jerome
RB	Fuamatu-Ma'afala, Chris
RB	Kreider, Dan
RB	Rivers, Ron
RB	Witman, Jon
RB	Zereoue, Amos
WR	Blackwell, Will
WR	Burress, Plaxico
WR	Edwards, Troy
WR	Getherall, Joey
WR	Shaw, Bobby
WR	Taylor, Chris
WR	Ward, Hines
TE	Bruener, Mark
TE	Cushing, Matt
TE	Tuman, Jerame
C	Hartings, Jeff
C	Okobi, Chukky
G	Duffy, Roger
G	Faneca, Alan
G	Hartings, Jeff
G	Myslinski, Tom
G	Ross, Oliver
G	Tylski, Rich
T	Gandy, Wayne
T	Nkwenti, Mathias
T	Ross, Oliver
T	Smith, Marvel
DT	Clancy, Kendrick
DT	Hampton, Casey
DT	Hoke, Chris
DT	Von Oelhoffen, Kimo
DE	Bailey, Rodney
DE	Combs, Chris
DE	Schneck, Mike
DE	Smith, Aaron
DE	Sullivan, Chris
DE	Von Oelhoffen, Kimo
LB	Bell, Kendrell
LB	Fiala, John
LB	Gildon, Jason
LB	Haggans, Clark
LB	Holmes, Earl
LB	Jones, Mike A.
LB	Knight, Roger
LB	Porter, Joey
DB	Alexander, Brent
DB	Bell, Myron
DB	Flowers, Lethon
DB	Logan, Mike
DB	Poteat, Hank
DB	Scott, Chad
DB	Simmons, Jason
DB	Townsend, Deshea
DB	Washington, Dewayne
K	Brown, Kris
P	Miller, Josh

San Diego Chargers

POSITION	PLAYER
QB	Brees, Drew
QB	Dickenson, Dave
QB	Flutie, Doug
RB	Fazande, Jermaine
RB	Fletcher, Terrell
RB	Harris, Derrick
RB	Hill, Madre
RB	Jenkins, Ronney
RB	McCrary, Fred
RB	Tomlinson, LaDainian
WR	Batteaux, Pat
WR	Conway, Curtis
WR	Dwight, Tim
WR	Gaylor, Trevor
WR	Graham, Jeff
WR	Jones, Reggie
WR	Williams, Rodney A.
TE	Binn, David
TE	Heiden, Steve
TE	Jones, Freddie
C	Fortin, Roman
C	Jacox, Kendyl
G	Graham, DeMingo
G	Roundtree, Raleigh
G	Thomas, Jason
T	Ellis, Ed
T	Gorin, Brandon
T	McIntosh, Damion
T	Parker, Vaughn
T	Silvers, Elliot
DT	Carson, Leonardo
DT	Mohring, Mike
DT	Parrella, John
DT	Pringley, Mike
DT	Williams, Jamal
DE	Carson, Leonardo
DE	Dingle, Adrian
DE	Fontenot, Al
DE	Johnson, Raylee
DE	Pringley, Mike
DE	Wiley, Marcellus
LB	Dixon, Gerald
LB	Holecek, John
LB	Moreno, Zeke
LB	Polk, Carlos
LB	Rogers, Sam
LB	Ruff, Orlando
LB	Seau, Junior
LB	Taylor, Shannon
DB	Beckett, Rogers
DB	Brown, Fakhir
DB	Carswell, Robert
DB	Cody, Tay
DB	Harrison, Lloyd
DB	Harrison, Rodney
DB	McNeil, Ryan
DB	Molden, Alex
DB	Perry, Jason
K	Richey, Wade
P	Bennett, Darren

San Francisco 49ers

POSITION	PLAYER
QB	Carmazzi, Giovanni
QB	Daft, Kevin
QB	Garcia, Jeff
QB	Mirer, Rick
QB	Rattay, Tim
RB	Barlow, Kevan
RB	Beasley, Fred
RB	Hearst, Garrison
RB	Jackson, Terry
RB	Lewis, Jonas
RB	Smith, Paul
WR	Alexander, Hilton
WR	Owens, Terrell
WR	Stokes, J.J.
WR	Streets, Tai
WR	Sutherland, Vinny
WR	Wilson, Cedric
WR	Wilson, Cedrick
TE	Clark, Greg
TE	Jennings, Brian
TE	Johnson, Eric
TE	Swift, Justin
C	Lynch, Ben
C	Newberry, Jeremy
G	Brown, Ray
G	Fiore, Dave
G	Hopson, Tyrone
G	Newberry, Jeremy
T	Deese, Derrick
T	Gragg, Scott
T	Willig, Matt
DT	McGrew, Reggie
DT	Stubblefield, Dana
DT	Young, Bryant
DE	Bryant, Junior
DE	Carter, Andre
DE	Engelberger, John
DE	Holloway, Menson
DE	Milem, John
DE	Okeafor, Chike
LB	Killens, Terry
LB	Lincoln, Alex
LB	Okeafor, Chike
LB	Peterson, Julian
LB	Smith, Derek M.
LB	Ulbrich, Jeff
LB	Winborn, Jamie
DB	Bronson, Zack
DB	Heard, Ronnie
DB	Holman, Rashad
DB	Keith, John
DB	Maronkola, Adesola
DB	Parker, Anthony
DB	Plummer, Ahmed
DB	Prioleau, Pierson
DB	Schulters, Lance
DB	Suttle, Jason
DB	Webster, Jason
DB	Williams, Jimmy
K	Cortez, Jose
P	Baker, Jason
P	Stanley, Chad

Seattle Seahawks

POSITION	PLAYER
QB	Dilfer, Trent
QB	Hasselbeck, Matt
QB	Huard, Brock
RB	Alexander, Shaun
RB	Brown, Reggie
RB	Evans, Heath
RB	Graham, Jay
RB	Rogers, Charlie
RB	Strong, Mack
RB	Watters, Ricky
WR	Bailey, Karsten
WR	Bannister, Alex
WR	Bownes, Fabien
WR	Cook, Kerwin
WR	Engram, Bobby
WR	Jackson, Darrell
WR	Robinson, Koren
WR	Williams, James
TE	Fauria, Christian
TE	Mili, Itula
C	Darche, J.P.
C	Gray, Chris
C	Tobeck, Robbie
G	Beede, Frank
G	Gray, Chris
G	Hutchinson, Steve
G	Wedderburn, Floyd
G	Womack, Floyd
T	Jones, Walter
T	McIntosh, Chris
T	Norman, Dennis
T	Weiner, Todd
DT	Eaton, Chad
DT	Hilliard, John
DT	Kocurek, Kris
DT	Randle, John
DT	Woodard, Cedric
DE	Cochran, Antonio
DE	King, Lamar
DE	LaBounty, Matt
DE	Sinclair, Michael
DE	Staat, Jeremy
LB	Bell, Marcus
LB	Brown, Chad
LB	Huff, Orlando
LB	Kacyvenski, Isaiah
LB	Kirkland, Levon
LB	Simmons, Anthony
LB	Terry, Tim
DB	Blackmon, Harold
DB	Charlton, Ike
DB	Fuller, Curtis
DB	Kelly, Maurice
DB	Lucas, Ken
DB	Miranda, Paul
DB	Robertson, Marcus
DB	Springs, Shawn
DB	Tongue, Reggie
DB	Williams, Willie
K	Lindell, Rian
P	Feagles, Jeff

St. Louis Rams

POSITION	PLAYER
QB	Bulger, Marc
QB	Germaine, Joe
QB	Martin, Jamie
QB	Warner, Kurt
RB	Bowie, Larry
RB	Canidate, Trung
RB	Faulk, Marshall
RB	Hodgins, James
RB	Holcombe, Robert
RB	Watson, Justin
WR	Bruce, Isaac
WR	Gideon, Sherrod
WR	Hakim, Az-Zahir
WR	Holt, Torry
WR	Murphy, Yo
WR	Proehl, Ricky
WR	St. Paul, Francis
WR	Wynn, Milton
TE	Conwell, Ernie
TE	Manumaleuna, Brandon
TE	McDermott, Sean
TE	Robinson, Jeff
C	Garcia, Frank
C	McCollum, Andy
G	Noa, Kaulana
G	Nutten, Tom
G	Spikes, Cameron
G	Timmerman, Adam
T	Jones, Rod
T	Noa, Kaulana
T	Pace, Orlando
T	St. Clair, John
T	Tucker, Ryan
DT	Jackson, Tyoka
DT	Lewis, Damione
DT	Pickett, Ryan
DT	Young, Brian
DT	Zgonina, Jeff
DE	Ahanotu, Chidi
DE	Jackson, Tyoka
DE	Jones, Cedric
DE	Little, Leonard
DE	Moran, Sean
DE	Wistrom, Grant
DE	Young, Brian
LB	Allen, Brian
LB	Brigance, O.J.
LB	Davis, Don
LB	Fields, Mark
LB	Fletcher, London
LB	Little, Leonard
LB	Polley, Tommy
DB	Archuleta, Adam
DB	Bly, Dré
DB	Bowen, Matt
DB	Bush, Devin
DB	Butler, Jerametrius
DB	Coady, Rich
DB	Herring, Kim
DB	McCleon, Dexter
DB	Shepherd, Jacoby
DB	Williams, Aeneas
K	Wilkins, Jeff
P	Araguz, Leo
P	Baker, John

Tampa Bay Buccaneers

POSITION	PLAYER
QB	Hamilton, Joe
QB	Johnson, Brad
QB	King, Shaun
QB	Leaf, Ryan
RB	Abdullah, Rabih
RB	Alstott, Mike
RB	Cook, Jameel
RB	Dunn, Warrick
RB	Kirby, Charles
RB	Stecker, Aaron
WR	Anthony, Reidel
WR	Green, Jacquez
WR	Johnson, Keyshawn
WR	Kilow, Robert
WR	Murphy, Frank
WR	Williams, Karl
WR	Wynn, Milton
TE	Finger, Dauntae
TE	Moore, Dave
TE	Roberg, Mike
TE	Vaughn, Damian
C	Christy, Jeff
C	Washington, Todd
G	Coleman, Cosey
G	Hochstein, Russ
G	McDaniel, Randall
T	Curry, DeMarcus
T	Hegamin, George
T	Pierson, Pete
T	Walker, Kenyatta
T	Wunsch, Jerry
DT	Cannida, James
DT	Jones, Marcus
DT	McFarland, Anthony
DT	Sapp, Warren
DE	Jones, Marcus
DE	McLaughlin, John
DE	Rice, Simeon
DE	Tafoya, Joe
DE	Warner, Ron
DE	White, Steve
DE	Wyms, Ellis
LB	Brooks, Derrick
LB	Duncan, Jamie
LB	Gooch, Jeff
LB	Quarles, Shelton
LB	Singleton, Alshermond
LB	Waddy, Jude
LB	Webster, Nate
DB	Abraham, Dannie
DB	Barber, Ronde
DB	Gibson, David
DB	Howell, John
DB	Jackson, Dexter
DB	Kelly, Brian
DB	Lynch, John
DB	Merrill, Than
DB	Midget, Anthony
DB	Smith, Dwight
DB	Vance, Eric
K	Gramatica, Martin
P	Royals, Mark

Tennessee Titans

POSITION	PLAYER
QB	McNair, Steve
QB	O'Donnell, Neil
QB	Volek, Billy
RB	Alexander, Dan
RB	Combs, Derek
RB	Floyd, William
RB	George, Eddie
RB	Green, Mike
RB	Hicks, Skip
RB	Kinney, Erron
RB	Linton, Jonathan
WR	Berlin, Eddie
WR	Coleman, Chris
WR	Dyson, Kevin
WR	Mason, Derrick
WR	McCareins, Justin
WR	Sanders, Chris
WR	Snowden, Michael
TE	Kinney, Erron
TE	Meier, Shad
TE	Wycheck, Frank
C	Long, Kevin
G	DiNapoli, Gennaro
G	Matthews, Bruce
G	Olson, Benji
G	Piller, Zach
T	Haayer, Adam
T	Hopkins, Brad
T	Mathews, Jason
T	Miller, Fred
T	Rafferty, Ian
DT	Evans, Josh
DT	Fisk, Jason
DT	Ford, Henry
DT	Salave'a, Joe
DT	Thornton, John
DE	Carter, Kevin
DE	Embray, Keith
DE	Ford, Henry
DE	Frisch, Byron
DE	Kearse, Jevon
DE	Smith, Robaire
LB	Adams, Keith
LB	Bulluck, Keith
LB	Chamberlin, Frank
LB	Favors, Greg
LB	Godfrey, Randall
LB	Robinson, Eddie
LB	Simon, Peter
DB	Bishop, Blaine
DB	Booker, Michael
DB	Dyson, Andre
DB	Jenkins, DeRon
DB	Mitchell, Donald
DB	Morris, Aric
DB	Myers, Bobby
DB	Phenix, Perry
DB	Rolle, Samari
DB	Sidney, Dainon
K	Nedney, Joe
P	Hentrich, Craig

Washington Redskins

POSITION	PLAYER
QB	Banks, Tony
QB	George, Jeff
QB	Rosenfels, Sage
RB	Arnaud, Robert
RB	Bates, Michael
RB	Bennett, Donnell
RB	Carter, Ki-Jana
RB	Davis, Stephen
RB	Johnson, Bryan
RB	Watson, Kenny
WR	Gardner, Rod
WR	Grim, Latef
WR	Howell, Ethan
WR	Lockett, Kevin
WR	McCants, Darnerien
WR	Thompson, Derrius
WR	Westbrook, Michael
TE	Alexander, Stephen
TE	Flemister, Zeron
TE	Rasby, Walter
C	Fischer, Mark
C	Raymer, Cory
G	Albright, Ethan
G	Campbell, Mathew
G	Coleman, Ben
G	Kalich, Ryan
G	Moore, Michael
G	Szott, David
T	Coleman, Ben
T	Jansen, Jon
T	Samuels, Chris
T	Simmons, Terrance
DT	Bankston, Michael
DT	Cowsette, Delbert
DT	DeLoach, Jerry
DT	Lang, Kenard
DT	Monds, Mario
DT	Wilkinson, Dan
DE	Boose, Dorian
DE	Bowens, David
DE	Coleman, Marco
DE	Cowsette, Delbert
DE	Lang, Kenard
DE	Leverette, Otis
DE	Smith, Bruce
LB	Anthony, Cornelius
LB	Barber, Shawn
LB	Jones, Robert
LB	Linebacker, Redskins
LB	Mason, Eddie
LB	Mitchell, Kevin
LB	Murphy, Chaz
LB	Nagle, Kevin
DB	Bailey, Champ
DB	Green, Darrell
DB	Greer, Donovan
DB	Harrison, Lloyd
DB	Kaiser, Jason
DB	Lyle, Keith
DB	Shade, Sam
DB	Smoot, Fred
DB	Symonette, Josh
DB	Terrell, David
DB	Whitfield, Eric
K	Conway, Brett
P	Barker, Bryan

Free Agents

POSITION	PLAYER
QB	Aikman, Troy
QB	Bishop, Michael
RB	Anders, Kimble
RB	Bynum, Kenny
RB	Enis, Curtis
RB	Floyd, William
RB	Kaufman, Napoleon
RB	Linton, Jonathan
RB	Milne, Brian
RB	Murrell, Adrian
RB	Pritchett, Stanley
RB	Rhett, Errict
RB	Smith, Robert
WR	Hawkins, Courtney
WR	Mayes, Derrick
WR	Pickens, Carl
WR	Reed, Andre
WR	Rison, Andre
WR	Thigpen, Yancey
TE	Chmura, Mark
TE	Coates, Ben
TE	LaFleur, David
TE	Mitchell, Johnny
TE	Sigmund, John
TE	St. Louis, Brad
C	Dalman, Chris
C	Dawson, Dermontti
C	Graham, Aaron
C	Grunhard, Tim
C	Mayberry, Tony
C	Neujahr, Quentin
G	Diaz, Jorge
G	Gogan, Kevin
G	Lane, Max
G	Newton, Nate
G	Panos, Joe
G	Schlereth, Mark
G	Szott, David
G	Taylor, Aaron
T	Armstrong, Bruce
T	Elliott, Jumbo
T	Jones, Tony
T	Scarlett, Noel
T	Swayne, Harry
T	Williams, Erik
DT	Agnew, Ray
DT	Bankston, Michael
DT	Culpepper, Brad
DT	Farr, D'Marco
DT	Flanigan, Jim
DT	Jones, James
DT	Kennedy, Cortez
DT	Maryland, Russell
DT	Swann, Eric
DT	Thomas, Henry
DT	Wells, Mike
DE	Archambeau, Lester
DE	Bryant, Junior
DE	Doleman, Chris
DE	Jones, Cedric
DE	Mamula, Mike
DE	Smith, Chuck
DE	Smith, Neil
DE	Tanuvasa, Maa
DE	Wadsworth, Andre
DE	White, Reggie
LB	Bennett, Cornelius
LB	Bordano, Chris
LB	Bowden, Joe
LB	Buckley, Marcus
LB	Collins, Todd F.
LB	Colman, Doug
LB	Davis, Anthony
LB	Harris, Sean
LB	Hill, Eric
LB	Kelly, Jeff
LB	Koonce, George
LB	Maddox, Mark
LB	Marts, Lonnie
LB	Minter, Barry
LB	Norton Jr., Ken
LB	Phillips, Jerry
LB	Phillips, Ryan
LB	Sauer, Craig
LB	Smith, Vinson
LB	Strickland, Fred
LB	Tovar, Steve
LB	Tubbs, Winfred
LB	Tuggle, Jessie
LB	Widmer, Corey
DB	Abrams, Kevin
DB	Blevins, Tony
DB	Braxton, Tyrone
DB	Canty, Chris
DB	Carrier, Mark
DB	Clay, Willie
DB	Dishman, Cris
DB	Drakeford, Tyronne
DB	Gray, Carlton
DB	Hanks, Merton
DB	Hasty, James
DB	Lewis, Darryll
DB	Newsome, Craig
DB	Parrish, Terrance
DB	Poole, Tyrone
DB	Robinson, Eugene
DB	Sanders, Deion
DB	Shields, Scott
DB	Sparks, Phillippi
DB	Vinson, Fred
DB	Williams, Kevin L.
K	Andersen, Morten
K	Cunningham, Richie
K	Del Greco, Al
P	Aguiar, Louie
P	Stanley, Chad
P	Toten, Rick

2001 REGULAR SEASON SCHEDULE

Week 1

Sunday, September 9, 2001

Carolina at Minnesota
Chicago at Baltimore
Detroit at Green Bay
Indianapolis at N.Y. Jets
New England at Cincinnati
New Orleans at Buffalo
Oakland at Kansas City
Pittsburgh at Jacksonville
Seattle at Cleveland
Tampa Bay at Dallas
Atlanta at San Francisco
St. Louis at Philadelphia
Washington at San Diego
Miami at Tennessee

Monday, September 10, 2001

N.Y. Giants at Denver

Open Date

Arizona

Week 2

Sunday, September 16, 2001

Arizona at Washington
Buffalo at Miami
Cincinnati at Tennessee
Dallas at Detroit
Denver at Indianapolis
Green Bay at N.Y. Giants
New England at Carolina
Philadelphia at Tampa Bay
San Francisco at New Orleans
Atlanta at St. Louis
Jacksonville at Chicago
Kansas City at Seattle
N.Y. Jets at Oakland
Cleveland at Pittsburgh

Monday, September 17, 2001

Minnesota at Baltimore

Open Date

San Diego

Week 3

Sunday, September 23, 2001

Baltimore at Cincinnati
Buffalo at Indianapolis
Carolina at Atlanta
Detroit at Cleveland
Minnesota at Chicago
N.Y. Giants at Kansas City
Oakland at Miami
San Diego at Dallas
Tennessee at Jacksonville
N.Y. Jets at New England
Philadelphia at Seattle
St. Louis at San Francisco
Denver at Arizona

Monday, September 24, 2001

Washington at Green Bay

Open Dates

New Orleans, Pittsburgh, Tampa Bay

Week 4

Sunday, September 30, 2001

Green Bay at Carolina
Indianapolis at New England
Kansas City at Washington
Miami at St. Louis
New Orleans at N.Y. Giants
Pittsburgh at Buffalo
Tampa Bay at Minnesota
Atlanta at Arizona
Baltimore at Denver
Cincinnati at San Diego
Cleveland at Jacksonville
Seattle at Oakland
Dallas at Philadelphia

Monday, October 1, 2001

San Francisco at N.Y. Jets

Open Dates

Chicago, Detroit, Tennessee

Week 5

Sunday, October 7, 2001

Arizona at Philadelphia
Chicago at Atlanta
Cincinnati at Pittsburgh
Minnesota at New Orleans
New England at Miami
San Diego at Cleveland
Tennessee at Baltimore
Washington at N.Y. Giants
Jacksonville at Seattle
Kansas City at Denver
N.Y. Jets at Buffalo
Green Bay at Tampa Bay
Carolina at San Francisco

Monday, October 8, 2001

St. Louis at Detroit

Open Dates

Dallas, Indianapolis, Oakland

Week 6

Sunday, October 14, 2001

Arizona at Chicago
Baltimore at Green Bay
Cleveland at Cincinnati
Detroit at Minnesota
New Orleans at Carolina
N.Y. Giants at St. Louis
Pittsburgh at Kansas City
San Diego at New England
San Francisco at Atlanta
Tampa Bay at Tennessee
Denver at Seattle
Miami at N.Y. Jets
Oakland at Indianapolis

Monday, October 15, 2001

Washington at Dallas

Open Dates

Buffalo, Jacksonville, Philadelphia

Week 7

Thursday, October 18, 2001
Buffalo at Jacksonville

Sunday, October 21, 2001
Atlanta at New Orleans
Baltimore at Cleveland
Carolina at Washington
Chicago at Cincinnati
New England at Indianapolis
Pittsburgh at Tampa Bay
St. Louis at N.Y. Jets
Tennessee at Detroit
Denver at San Diego
Kansas City at Arizona
Dallas at Oakland
Green Bay at Minnesota

Monday, October 22, 2001
Philadelphia at N.Y. Giants

Open Dates
Miami, Seattle, San Francisco

Week 8

Sunday, October 28, 2001
Cincinnati at Detroit
Indianapolis at Kansas City
Jacksonville at Baltimore
Minnesota at Tampa Bay
New Orleans at St. Louis
N.Y. Jets at Carolina
San Francisco at Chicago
Arizona at Dallas
Buffalo at San Diego
Miami at Seattle
New England at Denver
Oakland at Philadelphia
N.Y. Giants at Washington

Monday, October 29, 2001
Tennessee at Pittsburgh

Open Dates
Atlanta, Cleveland, Green Bay

Week 9

Sunday, November 4, 2001
Baltimore at Pittsburgh
Carolina at Miami
Cleveland at Chicago
Dallas at N.Y. Giants
Jacksonville at Tennessee
New England at Atlanta
Tampa Bay at Green Bay
Detroit at San Francisco
Philadelphia at Arizona
Indianapolis at Buffalo
Kansas City at San Diego
Seattle at Washington
N.Y. Jets at New Orleans

Monday, November 5, 2001
Denver at Oakland

Open Dates
Cincinnati, Minnesota, St. Louis

Week 10

Sunday, November 11, 2001
Buffalo at New England
Carolina at St. Louis
Cincinnati at Jacksonville
Dallas at Atlanta
Green Bay at Chicago
Kansas City at N.Y. Jets
Miami at Indianapolis
Pittsburgh at Cleveland
Tampa Bay at Detroit
San Diego at Denver
Minnesota at Philadelphia
New Orleans at San Francisco
N.Y. Giants at Arizona
Oakland at Seattle

Monday, November 12, 2001
Baltimore at Tennessee

Open Date
Washington

Week 11

Sunday, November 18, 2001
Atlanta at Green Bay
Chicago at Tampa Bay
Cleveland at Baltimore
Indianapolis at New Orleans
N.Y. Jets at Miami
Philadelphia at Dallas
Seattle at Buffalo
San Francisco at Carolina
Tennessee at Cincinnati
Jacksonville at Pittsburgh
San Diego at Oakland
Detroit at Arizona
Washington at Denver
St. Louis at New England

Monday, November 19, 2001
N.Y. Giants at Minnesota

Open Date
Kansas City

Week 12

Thursday, November 22, 2001
Green Bay at Detroit
Denver at Dallas

Sunday, November 25, 2001
Atlanta at Carolina
Baltimore at Jacksonville
Cincinnati at Cleveland
Miami at Buffalo
Pittsburgh at Tennessee
Seattle at Kansas City
San Francisco at Indianapolis
Washington at Philadelphia
Arizona at San Diego
New Orleans at New England
Oakland at N.Y. Giants
Chicago at Minnesota

Monday, November 26, 2001
Tampa Bay at St. Louis

Open Date
N.Y. Jets

Week 13

Thursday, November 29, 2001
Philadelphia at Kansas City

Sunday, December 2, 2001
Carolina at New Orleans
Denver at Miami
Detroit at Chicago
Indianapolis at Baltimore
Minnesota at Pittsburgh
New England at N.Y. Jets
St. Louis at Atlanta
Tampa Bay at Cincinnati
Tennessee at Cleveland
San Diego at Seattle
Arizona at Oakland
Dallas at Washington
Buffalo at San Francisco

Monday, December 3, 2001
Green Bay at Jacksonville

Open Date
N.Y. Giants

Week 14

Sunday, December 9, 2001
Carolina at Buffalo
Chicago at Green Bay
Cleveland at New England
Detroit at Tampa Bay
Jacksonville at Cincinnati
New Orleans at Atlanta
N.Y. Giants at Dallas
San Diego at Philadelphia
San Francisco at St. Louis
Tennessee at Minnesota
Washington at Arizona
Kansas City at Oakland
N.Y. Jets at Pittsburgh
Seattle at Denver

Monday, December 10, 2001
Indianapolis at Miami

Open Date
Baltimore

Week 15

Saturday, December 15, 2001
Arizona at N.Y. Giants
Oakland at San Diego

Sunday, December 16, 2001
Atlanta at Indianapolis
Cincinnati at N.Y. Jets
Denver at Kansas City
Jacksonville at Cleveland
Minnesota at Detroit
New England at Buffalo
Philadelphia at Washington
Tampa Bay at Chicago
Miami at San Francisco
Dallas at Seattle
Green Bay at Tennessee
Pittsburgh at Baltimore

Monday, December 17, 2001
St. Louis at New Orleans

Open Date
Carolina

Week 16

Saturday, December 22, 2001
Miami at New England
Philadelphia at San Francisco
Tennessee at Oakland

Sunday, December 23, 2001
Buffalo at Atlanta
Chicago at Washington
Cincinnati at Baltimore
Cleveland at Green Bay
Detroit at Pittsburgh
New Orleans at Tampa Bay
San Diego at Kansas City
Seattle at N.Y. Giants
St. Louis at Carolina
Dallas at Arizona
Jacksonville at Minnesota
N.Y. Jets at Indianapolis

Open Date
Denver

Week 17

Saturday, December 29, 2001
Baltimore at Tampa Bay

Sunday, December 30, 2001
Arizona at Carolina
Atlanta at Miami
Buffalo at N.Y. Jets
Chicago at Detroit
Cleveland at Tennessee
Indianapolis at St. Louis
Kansas City at Jacksonville
Minnesota at Green Bay
Pittsburgh at Cincinnati
San Francisco at Dallas
N.Y. Giants at Philadelphia
Oakland at Denver
Seattle at San Diego
Washington at New Orleans

Open Date
New England

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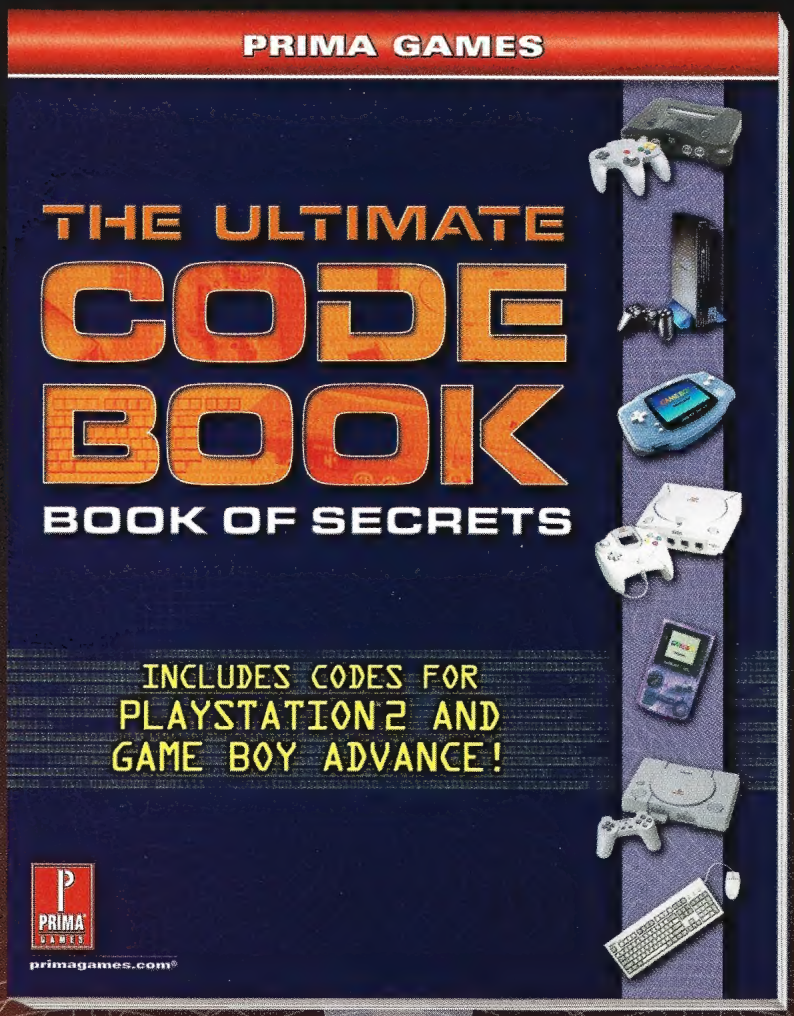

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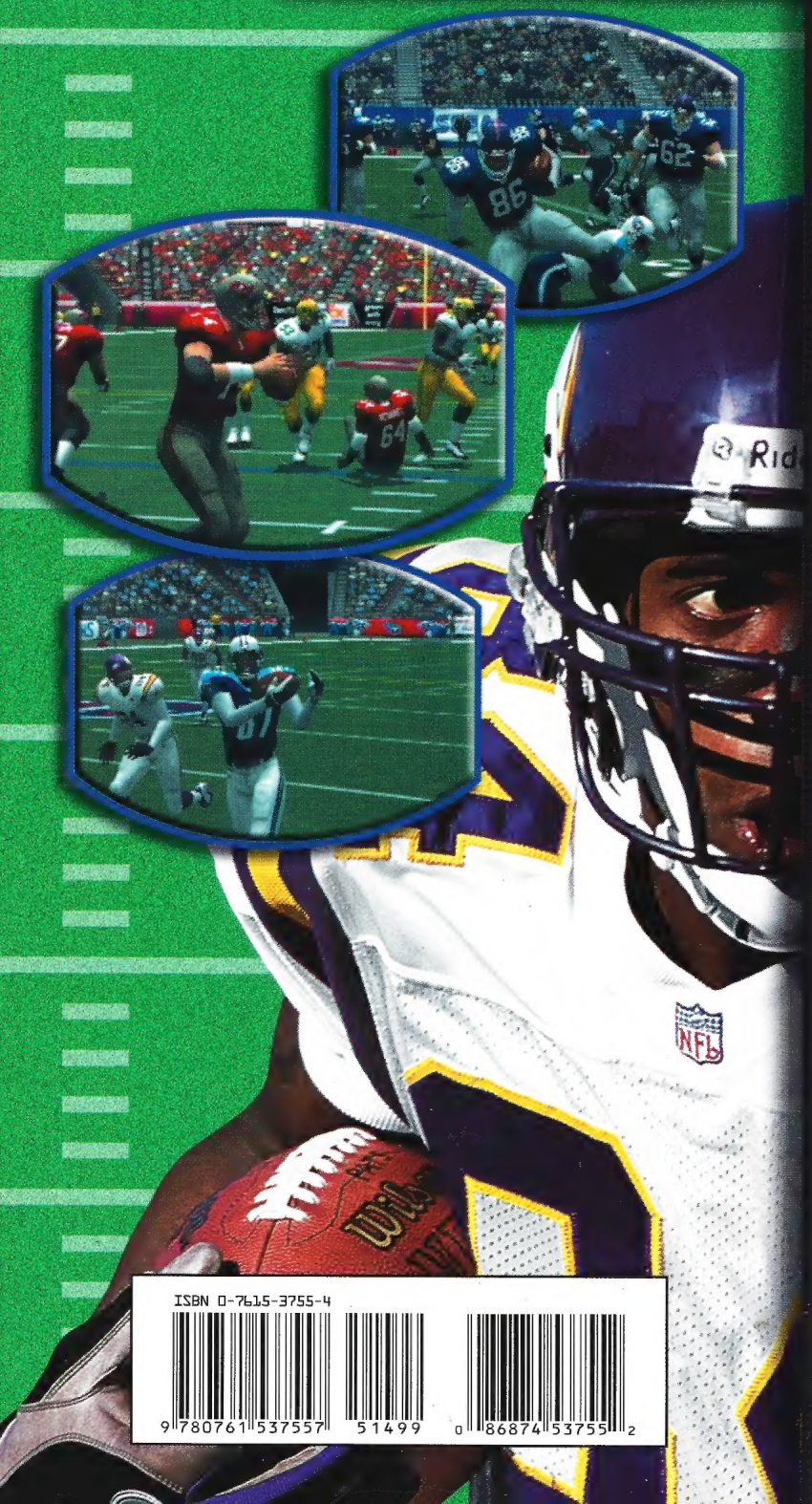

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